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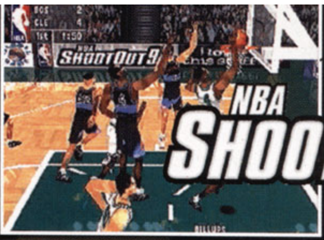
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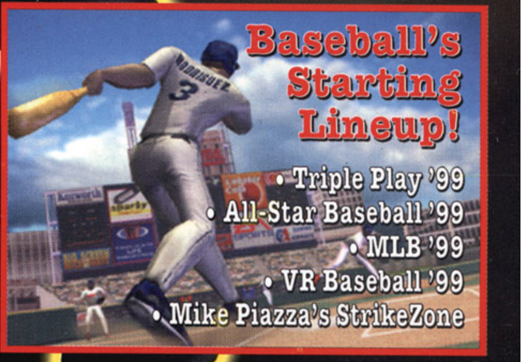
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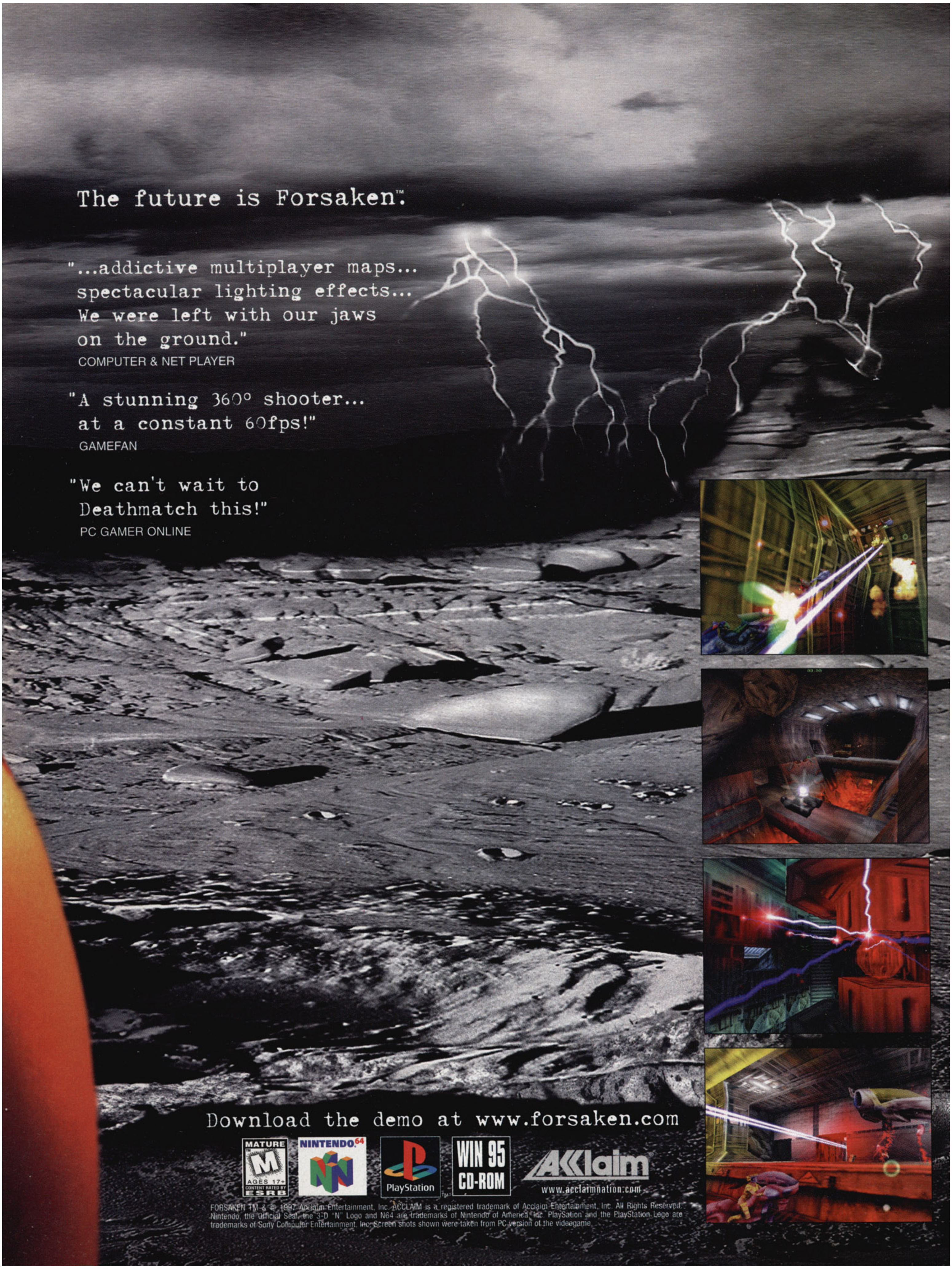

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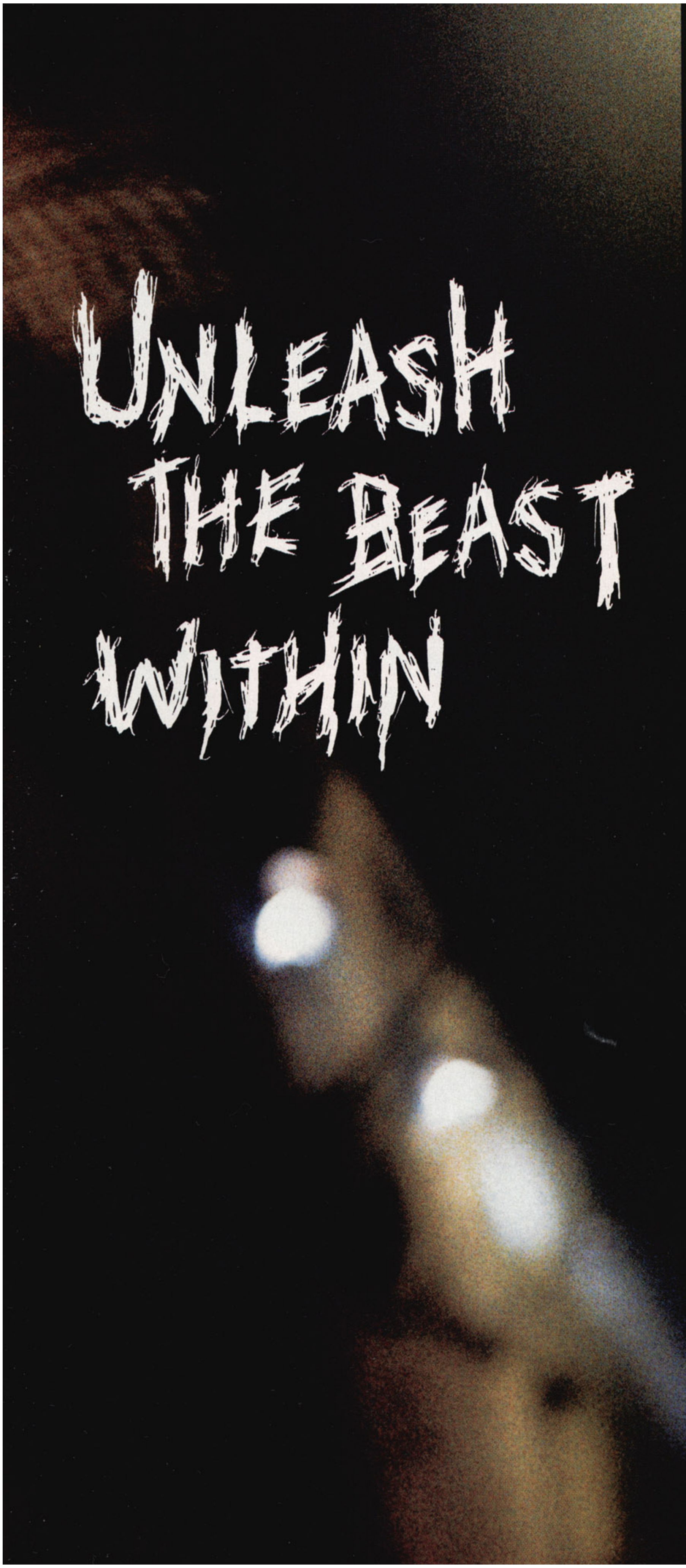

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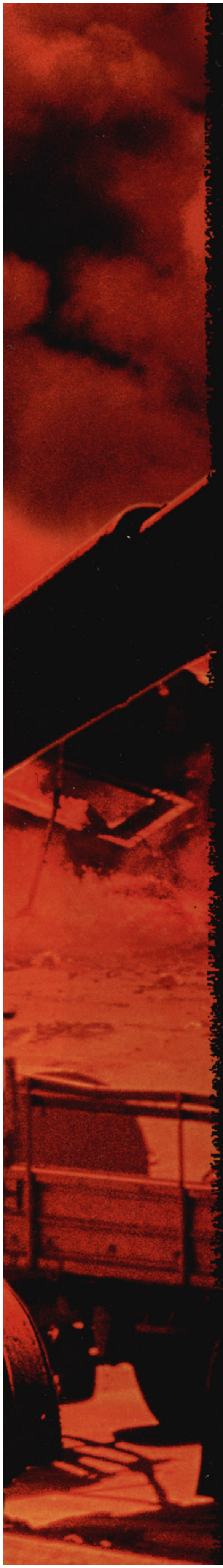

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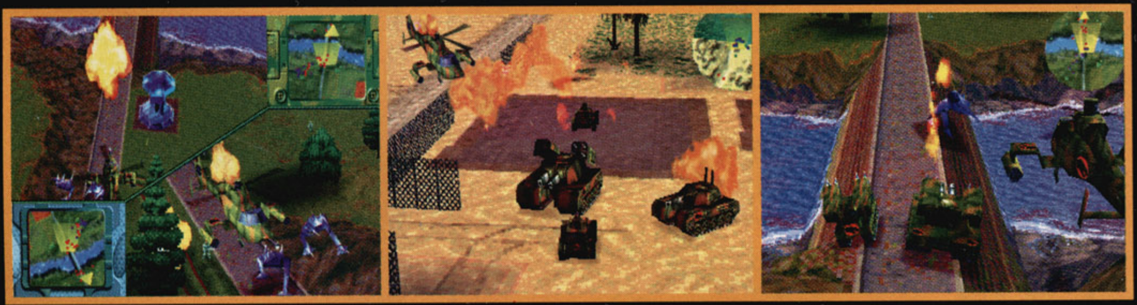

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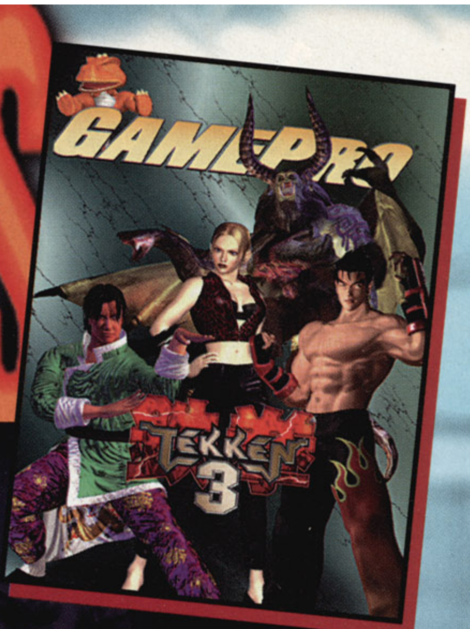

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Rejoice, fighting gamers! Tekken 3 for the PlayStation could be here…even as you read this special report!

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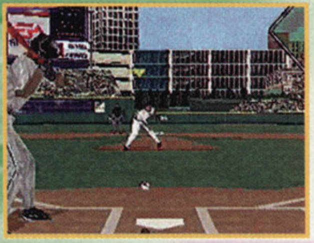

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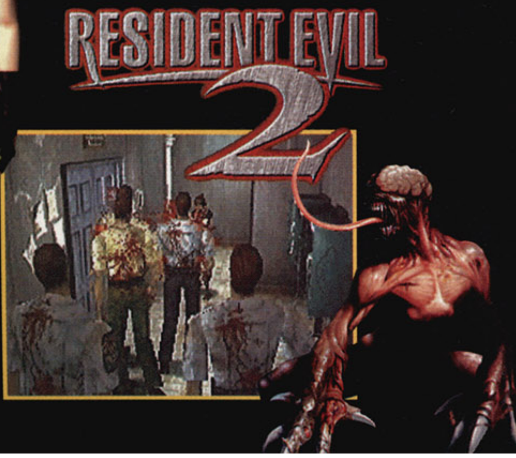

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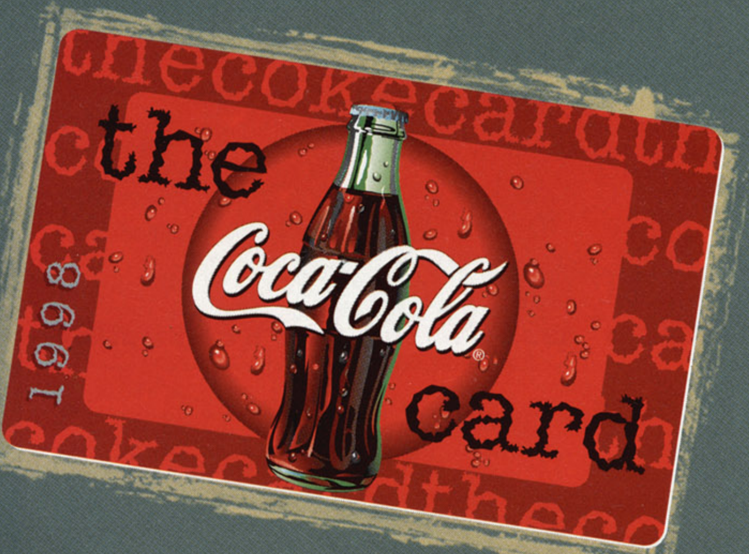

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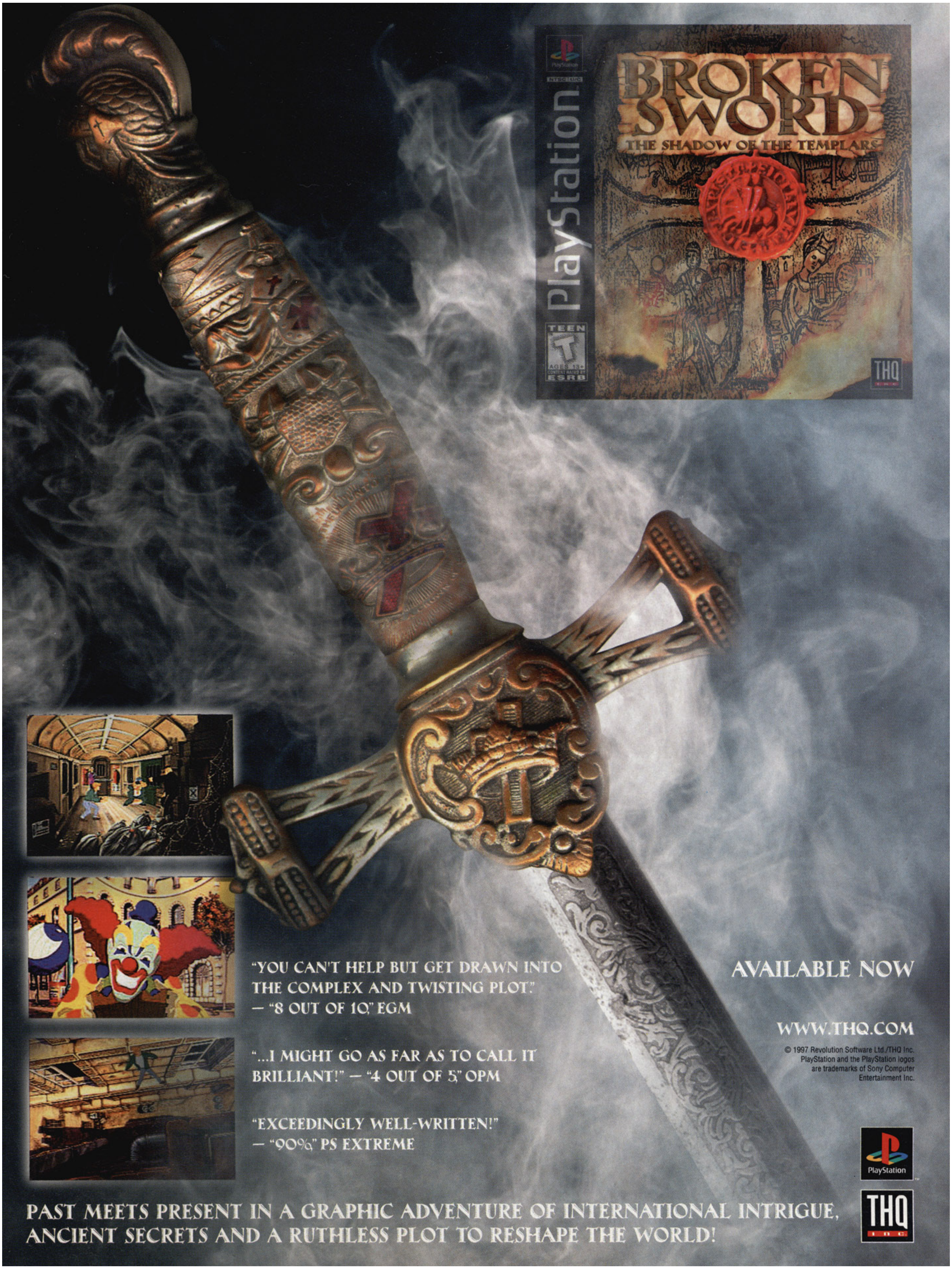
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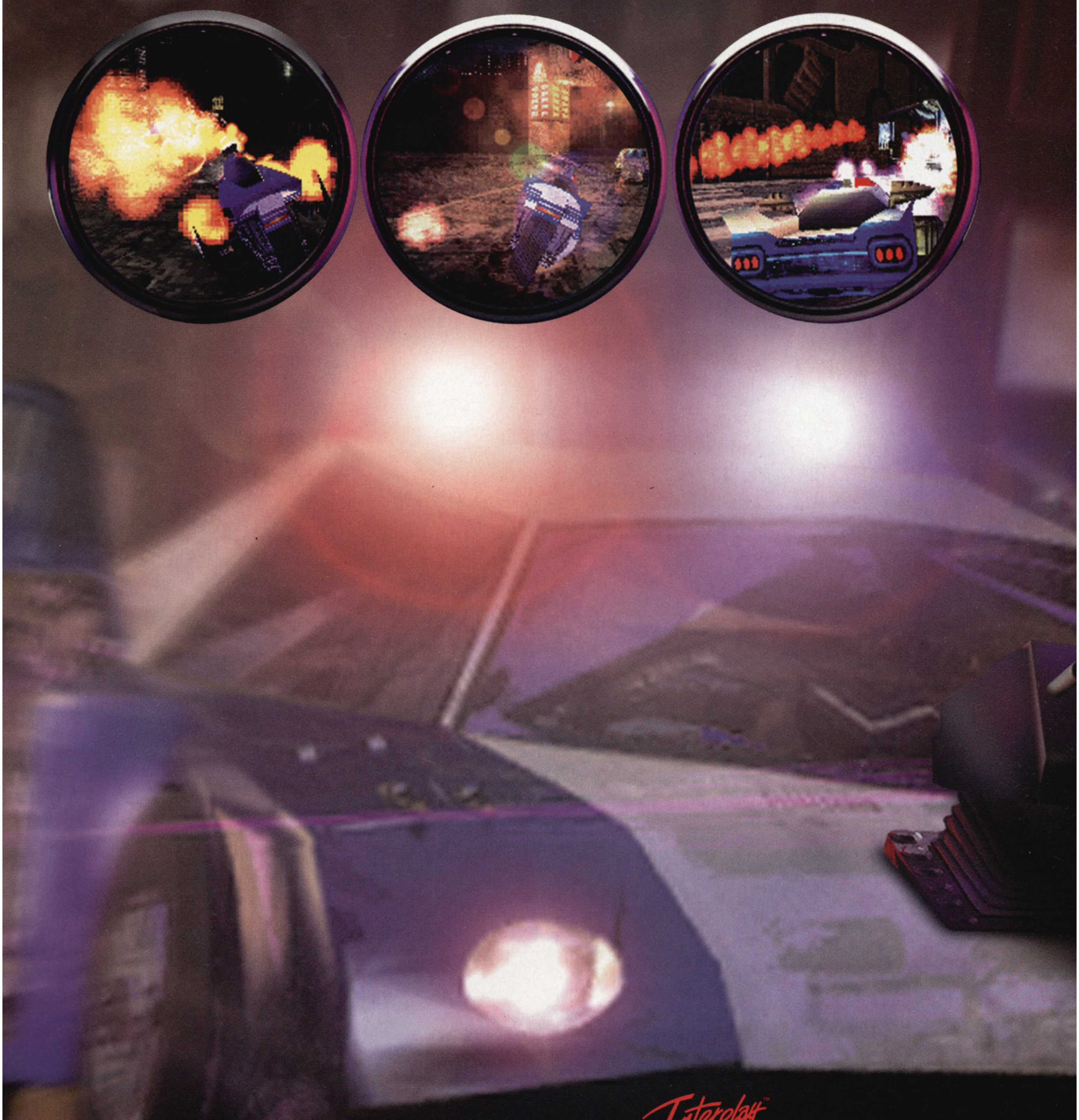

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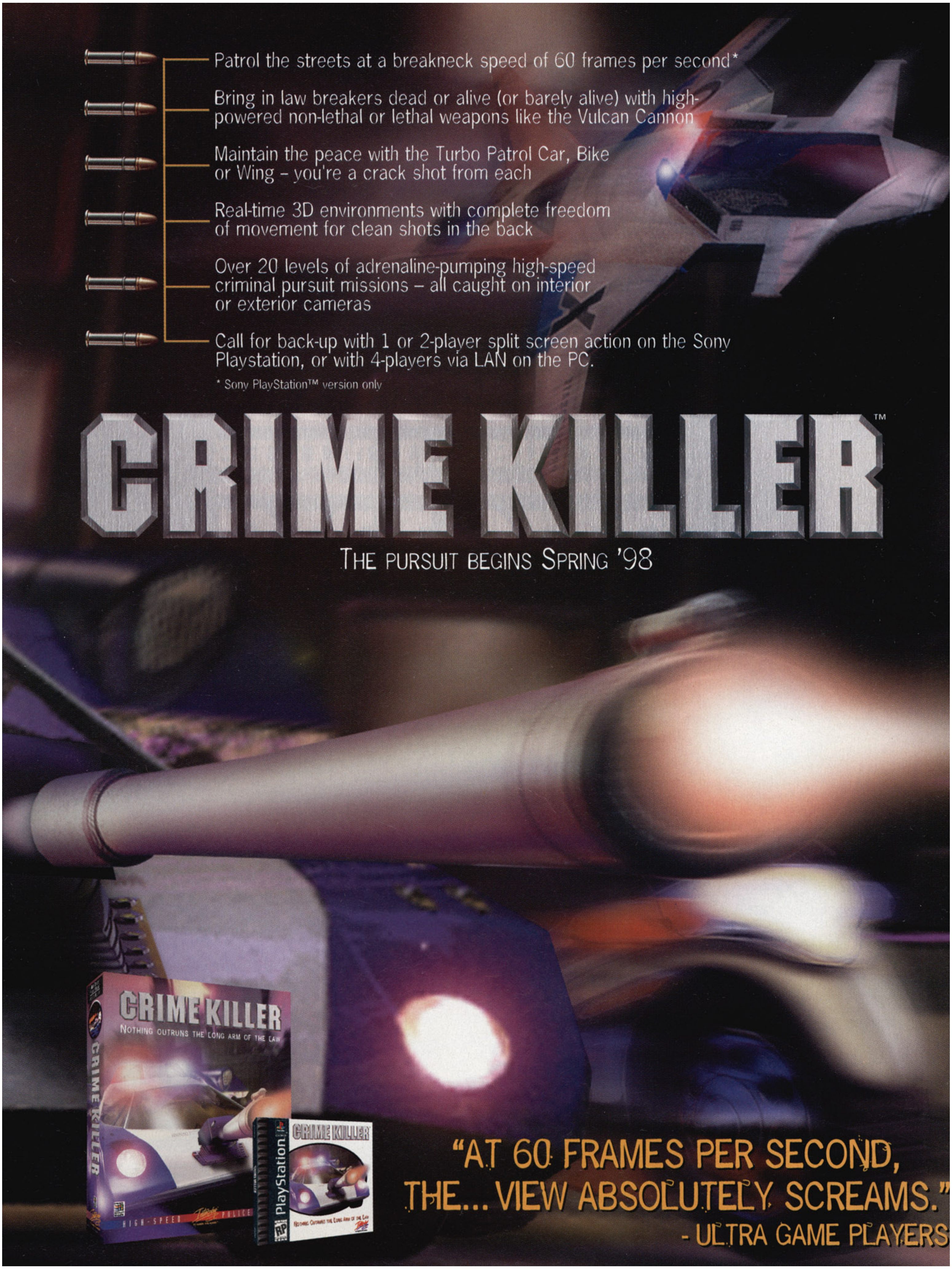
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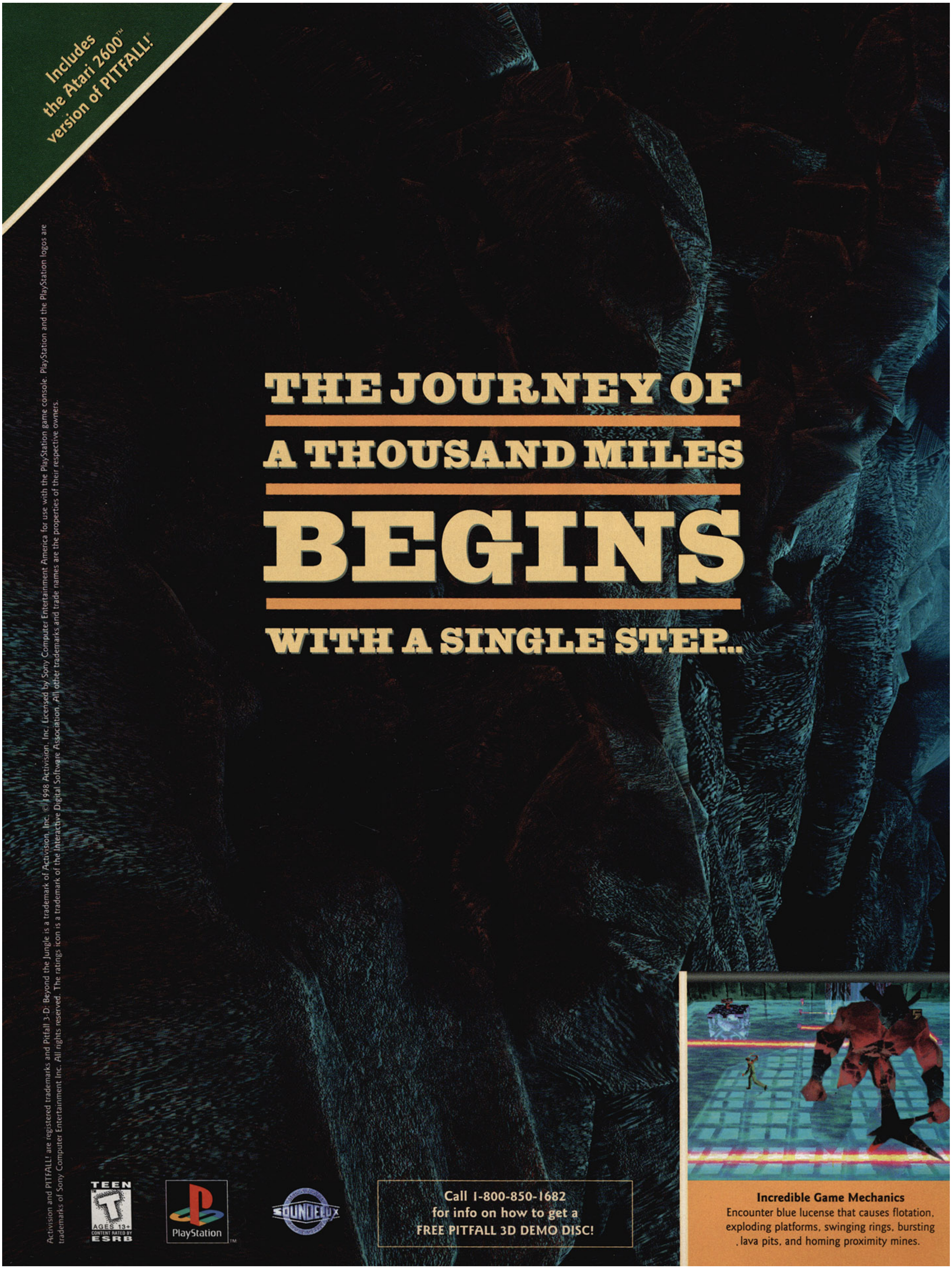
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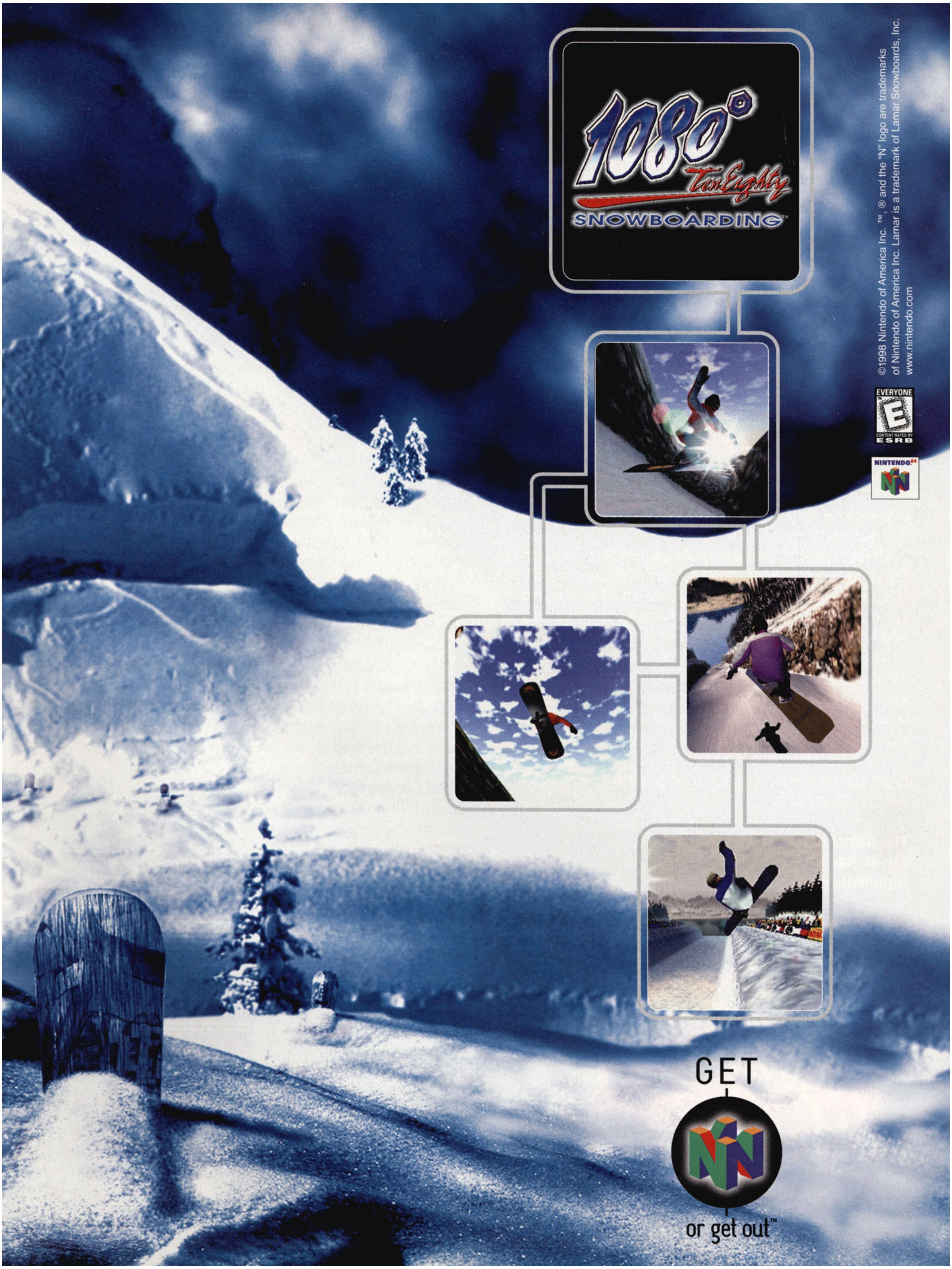
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HEAD 2 HEAD

LETTER FROM THE GAMEPROS

It's hard to admit to a mistake, especially when you know it's your job to be right. But sometimes you make mistakes; you mess up despite your best efforts, your hard work, and your best intentions. In other words, nobody's perfect.

We do strive, however, to make *GamePro* the most factually correct gaming magazine on the market, and we usually succeed. We don't print rumors or conjecture—we try to get all the facts before we put one word down for any article.

But sometimes we don't quite get all the facts, as the Jaguar Consumer Union told us in their letter to the right. In our January issue (see "Head 2 Head"), we told a reader asking about games for the Jaguar that the system was dead...and we heard from all the Jaguar zombies out there that still play it. Apparently there's still some life to the ol' system. But it is our belief that because the Jaguar isn't commercially supported, it's dead to a majority of our readers.

DOH!

Or take the letter from only4jason on the next page, who asks about the capabilities of the Nintendo 64DD. We can only give you our best guess at an answer, based on what little information is available. The information may even change before you read this, leaving us no way to correct ourselves.

Then there's Ruben Rodrigues of Somerville who asks about the availability of a Final Fantasy VII soundtrack. We know it exists, but we can't gauge a specific store's stock, so we don't know exactly where it might be found. Does it exist in Somerville? Ruben will have to do the legwork on that one.

Stay calm when we err, readers. We will always do our best to get you good information, though sometimes we'll slip. But we'll always admit it.

The GamePros
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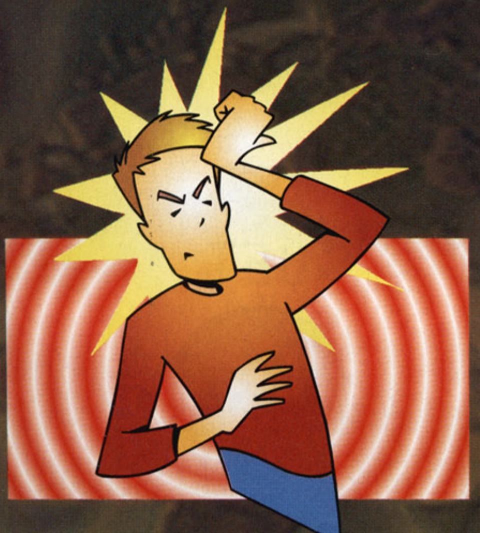

GAMEPRO READERS SPEAK OUT

EDITORS' NOTE: We recently received a spate of e-mails from Jaguar owners informing us of new Jaguar titles after we told a reader asking about games for the system, "Give it up. The Jaguar is a great collector's item, but it has less chance of coming back to life than Marv Albert's broadcasting career." Apparently, this ignited a letter-writing campaign that was biased but good-natured for the most part. Here's our response:

WE'RE HERE, WE'RE CLEAR, GET USED TO IT

In your January issue, Clinton Rawls asked about new Jaguar games [see "Head 2 Head"]. You replied, "...there is no more Atari. Give it up." This probably meant that you think there are no new Jaguar games out or arriving. This is just not the case.

Over the last months, Telegames published World Tour Racing, Towers II, Breakout 2000, Zero 5, and Iron Soldier II (cart and CD). Games that will be available soon are Defcon 1, Worms, Battlesphere, Age of Darkness (CD), Orb of Bengazi (CD), Automaniacs, and possibly The Sinister Missions by OMC Software.

I find it hard to believe that a professional magazine like *GamePro* (the so-called "World's Largest Multiplatform Gaming Magazine") knows so little about the new releases of the very-much-alive Atari Jaguar. I'll give you the benefit of doubt and assume that the lack of coverage stems from mere lack of information. Atari may be gone, but the Jaguar still has so much fan support that it will continue to draw attention from enlightened game developers. I want *GamePro* to admit that the Jaguar does have new games out with more under development and to print a new response to Mr. Rawls' question.

Jaguar Consumer Union (JCU) via Internet

Thanks so much for bringing to our attention the plight of Atari Jaguar fans the world over. We also commend the JCU on its call to write informative, mature e-mail responses to us. It certainly helps to read a good rebuttal to something we wrote.

However...

We disagree with the JCU members who claim that we "sell ourselves body and soul to Nintendo and Sony." We sell ourselves to no one, except to our readers. Your 200-member organization doesn't represent our entire readership, though you probably feel your voice must be especially loud to be heard above the others. Regardless of the number of gamers who still support the Jaguar, our editorial goal is to support the gaming interests of the majority of our half-million readers. It's not always easy to do that without appearing to favor somebody.

As far as our admitting that the Jaguar does have new games, with more under development, consider it done. In fact, we're planning to review a few of those new games in a future

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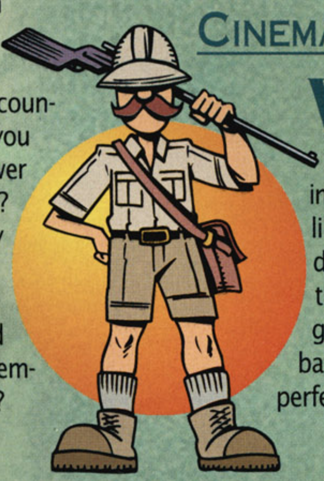
issue. We have never avoided a topic just because we may have been wrong. We like to stay on top of our industry, and letters like yours help us do that.

In closing, let us say that in order for us to review games, they must be submitted to us by the company that publishes them. We've never heard from any of the companies you listed. Ever. So to the member who suggested that the JCU "will get through to [GamePro] *to open [our] minds and close [our] mouths," we suggest you do the same. We're sorry we overlooked a few titles in the wide-open universe of video games. But* GamePro *covers the new, the hot, the best... and not the forgotten. As a further testament to our "professionalism," we've e-mailed responses to everyone who sent letters. We hope this ends the matter.*

NO BUSHWHACKING ALLOWED

I am from South Africa. Yes, when we are not hunting in the bush for our food or watching our families die from smallpox or rare monkey diseases, we actually play video games. We do have electricity. Games in South Africa are very expensive, though. The hardware goes for about $200 and the games for about $75. But I won't complain about the high prices like people from other countries do. Could you please just answer some questions?



1. Final Fantasy VII for the PlayStation was released here on December 27. Why?
2. I heard that there is going to be a Final Fantasy VIII for the PlayStation. Is this true?
3. Will there be a sequel to Vandal Hearts?
4. Could you please send me a copy of a game that you guys don't play anymore?
5. Why do your readers always ask weird questions in the hope that you'll think they're so weird and cool that you'll print their letters?

If you print this letter, I'll send you a free lucky elephant's foot that I severed yesterday. I know that you won't send the game so I just want to say that you guys are cool. I wish I was as cool as you are; then I could play games all day and not have a social life. It would be so much fun.

Ben Kirsten, South Africa

You know that Scary hates lists but you keep sending 'em, so here we go:

1. *Because the 26th just didn't feel right.*
2. *The next Final Fantasy game should be called Final Fantasy VIII, or Square may lose some money. Is it coming for the PlayStation? Who knows?*
3. *I hope so.*
4. *No. Put some effort into it next time.*
5. *I don't know. Why did you?*

P.S.: Keep the elephant's foot.

CINEMA NOIR

Why can't the Nintendo 64 display cinema in its video games like the PlayStation does? That's one of the best parts of a game. Mortal Kombat Mythologies is a perfect example. Will the 64DD be capable of showing digital video cinema?

only4jason via Internet

It stands to reason that since the 64DD is a CD-based system, it will be more capable of displaying CD-quality video than the N64. One of the main reasons there isn't more video on the N64 is space. N64 cartridges are mainly consumed with gameplay and graphics. There's just no room for memory-hogging video.

M.C. AERIS DOGG

Many games have soundtracks available for sale the way movies do. I think Final Fantasy VII has the best music of any video game I've ever played. Why haven't I seen a Final Fantasy VII soundtrack anywhere? My friends and I definitely want to buy it.

Ruben Rodrigues
Somerville, MA

A soundtrack of Final Fantasy VII is available. Try your local corner video-game store (most big chains don't carry it). You can also find it in almost any shop that specializes in Japanese cartoons and games. If they don't have it, they can usually order it for you.

TURN THE RATIO LOUDER

I've noticed that the "SWAT-Pro" section of your magazine is cluttered with codes for the Playstation. What about all of us non-Playstation gamers? A while ago, I sent in some perfectly good N64 codes which weren't published. Instead there were just more Playstation codes. Why don't you balance the quantity of codes for the different systems? Also, is there a criteria for submissions?

Andrew DiMichele
Ipswich, MA

Our criteria are that the codes work and that we haven't published them before. As for the ratio, we get more codes for PlayStation games because there are more PlayStation games available. We can only run codes for games that exist, and right now the Nintendo 64 library is smaller.

AMERICA Online

AWOL ON AOL

I was on AOL two days ago and when I tried to go on GamePro Online...it was gone! What happened?

TimK1313 via Internet

GamePro *is no longer supporting a site on America Online. Our highly successful chat room and games area was definitely one of the best on AOL, but we decided to focus our efforts on our Web site. Check out* www.gamepro.com *for the same archive of codes, in-depth features, timely editors' exclusives, and the best chat area for gamers ever!*

Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

GamePro Magazine
Dear Editor
P.O. Box 5828
San Mateo, CA 94402

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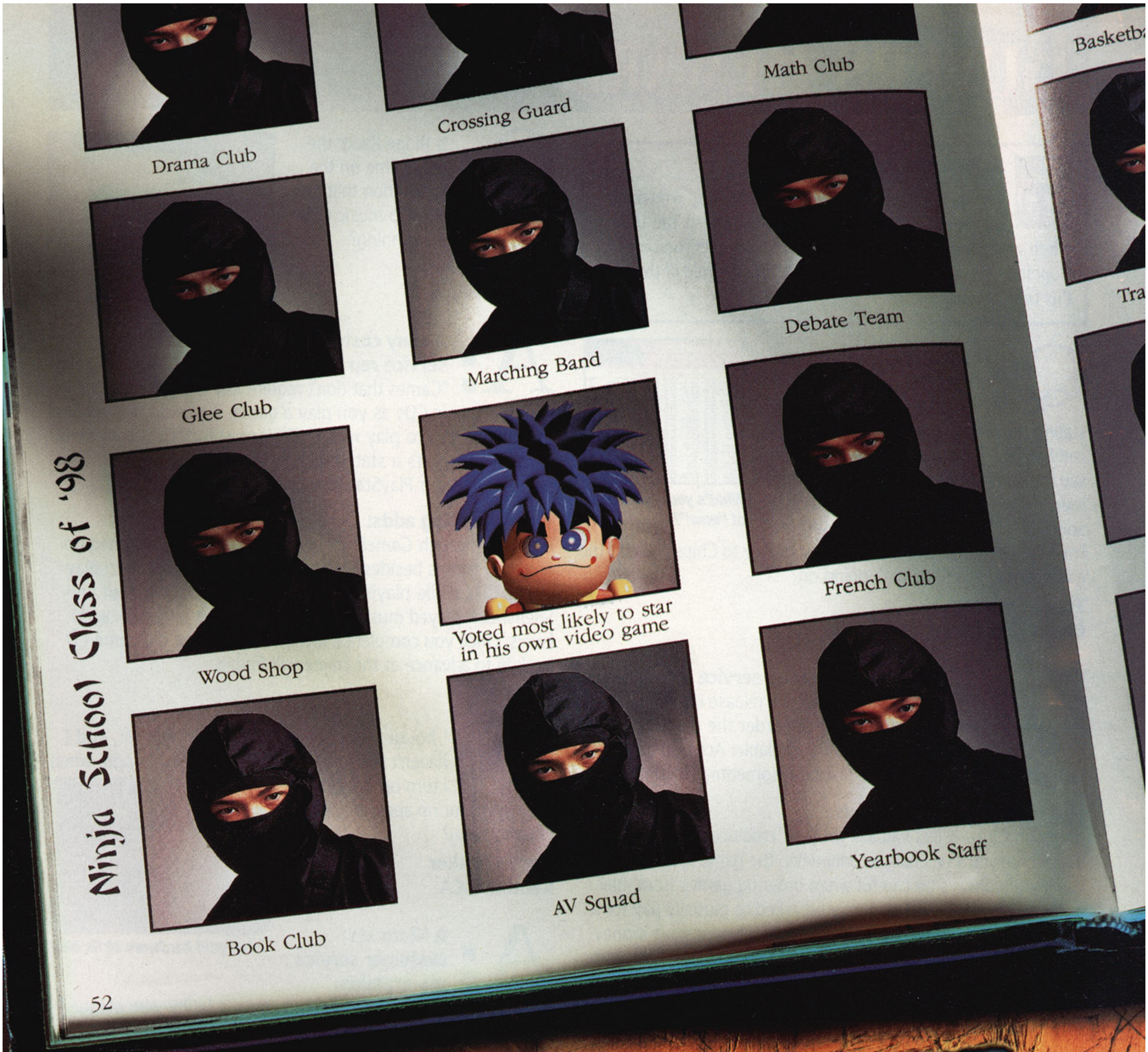
E-mail us your comments at this Internet address:
comments.gamepro@gamepro.com


Ninja School Class of '98
Drama Club
Crossing Guard
Math Club
Basketb
Glee Club
Marching Band
Debate Team
Tra
Wood Shop
Voted most likely to star in his own video game
French Club
Book Club
AV Squad
Yearbook Staff
52

Explore a seemingly limitless 3-D world of bewildering labyrinths, monstrous caves, underwater caverns and even Mt. Fuji and a coffee shop or two.

Even the hugest, meanest, ugliest, most dreadful mechanical boss is destined for the scrap heap once Goemon jumps into his supercharged mech.

As any one of our four characters, you've got people to meet and places to go to find the clues that'll help you acquire the special powers and keys you need to complete your quest.

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NINTENDO64

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BUYERS BEWARE

By The Watch Dog

Ah, spring is in the air, which means my wretched hay fever is back to plague me. It's also the time when everyone pulls pranks and jokes on everyone else. Hopefully, the following gamers won't play the role of the fool this time around.

Q: Chips & Bits is advertising Metal Gear Solid for $46 in the back of your magazine, stating the release date is "Now" [see December 1997]. But in the same issue, you say the game won't be released until summer '98 [see "Special Feature: Metal Gear Solid"]. Has this game been released yet? I'm a little nervous about sending my money to Chips & Bits if the game isn't available. What's going on?

Teddy Freeman
Clarksville, VA

CHIPS & BITS INC.

Also Available Jaguar, 3DO and CDi

VIDEO GAMES: PLAYSTATION

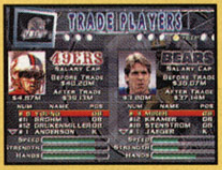
What's your definition of "now"?

A: A Chips & Bits customer service rep explains: "The word 'Now' under the release date in our ad means that you can pre-order the game now—it doesn't mean the game is currently available. According to our data, Metal Gear Solid will be shipping sometime in April."

The Watch Dog recommends:
Although Chips & Bits will ask for your credit-card number over the phone, you'll be charged only when the game has shipped. You should always be careful when ordering games from mail-order companies, since you may be asked to partially pay for a pre-ordered title that may be delayed. Hold onto your money until the game is actually released for a guaranteed sale. With regard to Metal Gear Solid's release, our information comes straight from the game publisher's representative.

Q: In NFL Quarterback Club '98 for the N64, every time I sign a free agent, the player automatically turns into #84, M. Clark. Who is M. Clark, and why do all the free agents turn into him?

Johnny Hon
Brooklyn, NY



It's best to trade your players rather than sign on free agents.

A: An Acclaim customer service rep replies: "There's a glitch in all the QB Club cartridges that will unfortunately turn your free agents into M. Clark. He isn't a real player for the NFL, and there's no way to change this. However, if you trade from team to team, the players will keep their names and numbers."

Q: Is Ridge Racer the only game on the PlayStation that enables you to listen to music CDs while the game's running?

GungGung
via Internet

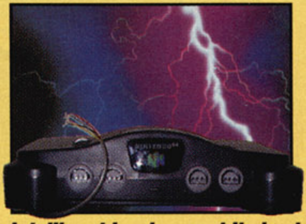
Just turn on your stereo for alternate music!

A: A Sony customer service rep replies: "Games that don't require any loading time will let you play music CDs as you play a game. If you do find a game that allows you to play music CDs, we still don't recommend doing it unless it's a stated feature in the game manual. You may nullify your PlayStation system and/or game warranty."

The Watch Dog adds:
A search through *GamePro*'s extensive game library turned up only two games besides Ridge Racer that enabled you to play music CDs while playing a game. The original Wipeout and Shellshock played music CDs pretty well, but only on loaded levels. Once you complete a level, you must put the game CD back in to advance or the game will freeze.

Q: I bought an N64 when it first came out, and I haven't had any problems. Recently, though, when I turn on my system, it turns off for no apparent reason. What's wrong?

Martin Bakker
Kentfield, CA



Intelligent hardware at its best.

A: A Nintendo customer service rep explains: "Your N64 may be sensing that you have a faulty wire plugged into it, whether it's from the controller, an RFU adapter, or cables. The console contains a built-in overload switch that automatically shuts off power to the system when it detects this condition to prevent mishaps. This safety mechanism also protects the system from power surges that may cause damage. Any authorized Nintendo repair shop should be able to fix your wiring problems."

The Watch Dog adds:
Call Nintendo at (800) 255-3700 for the nearest authorized N64 repair shop in your area.

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

GamePro's Buyers Beware
P.O. Box 5828, San Mateo, CA 94402

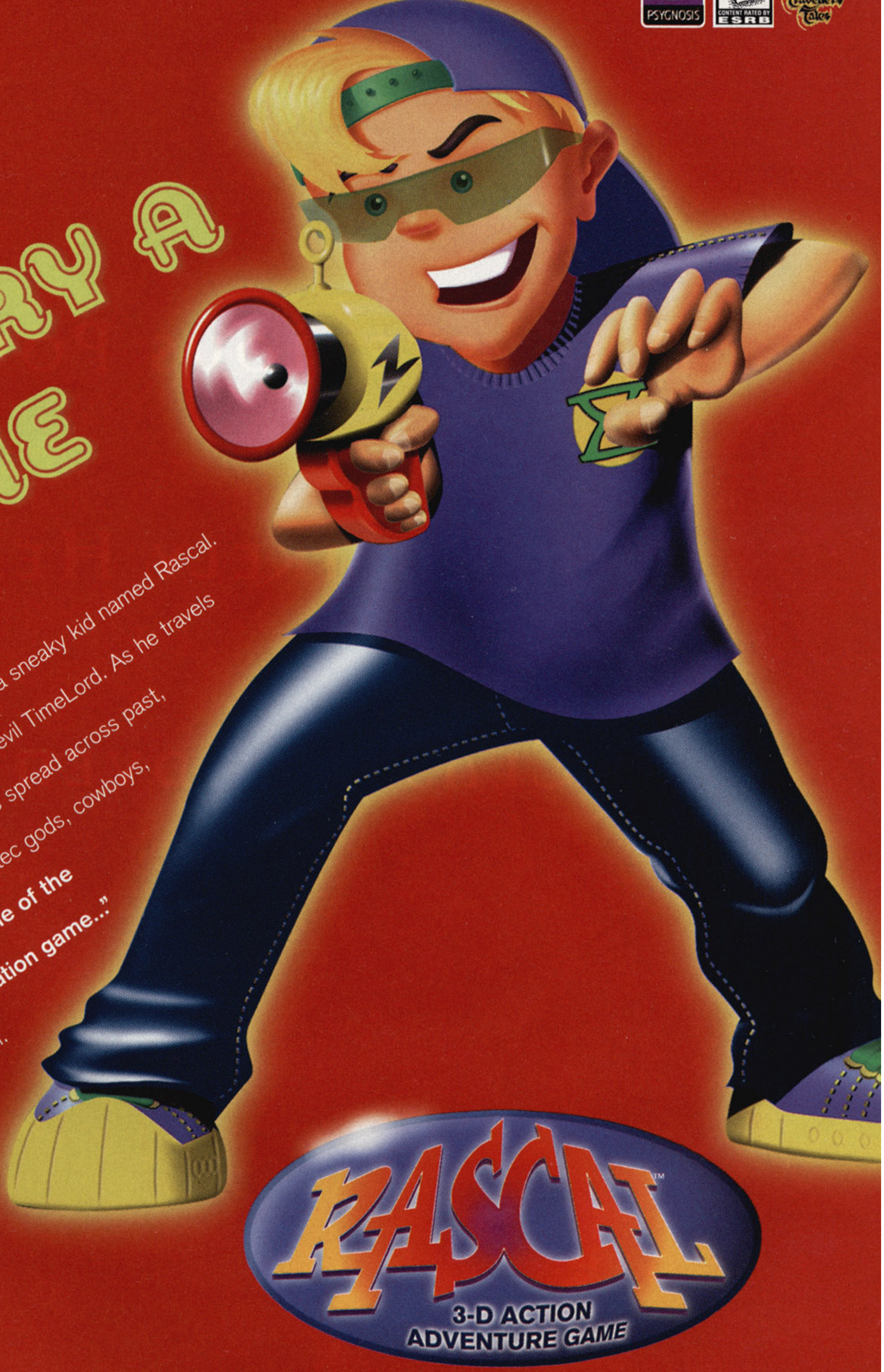
Or e-mail us at *buyers_beware.gamepro@gamepro.com*

PlayStation™

www.psygnosis.com

GIVE HISTORY A WEDGIE

Historical bad guys are screaming, thanks to a sneaky kid named Rascal. He's on a mission to rescue his dad from an evil TimeLord. As he travels through time, he'll explore 18 different levels spread across past, present and future. He'll also have to zap Aztec gods, cowboys, and pirates within worlds that display **"...some of the most impressive 3D graphics in a PlayStation game..." (Next Generation)**. So keep your eyes open. And bad guys, watch your backs.



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A Mysterious Power...
An Unlikely Hero...
A Classic Adventure.

LizardMn
LizrdPet
Garr AP 2 HP 104
Ryu AP 60 HP 87
Peco AP 21 HP 59

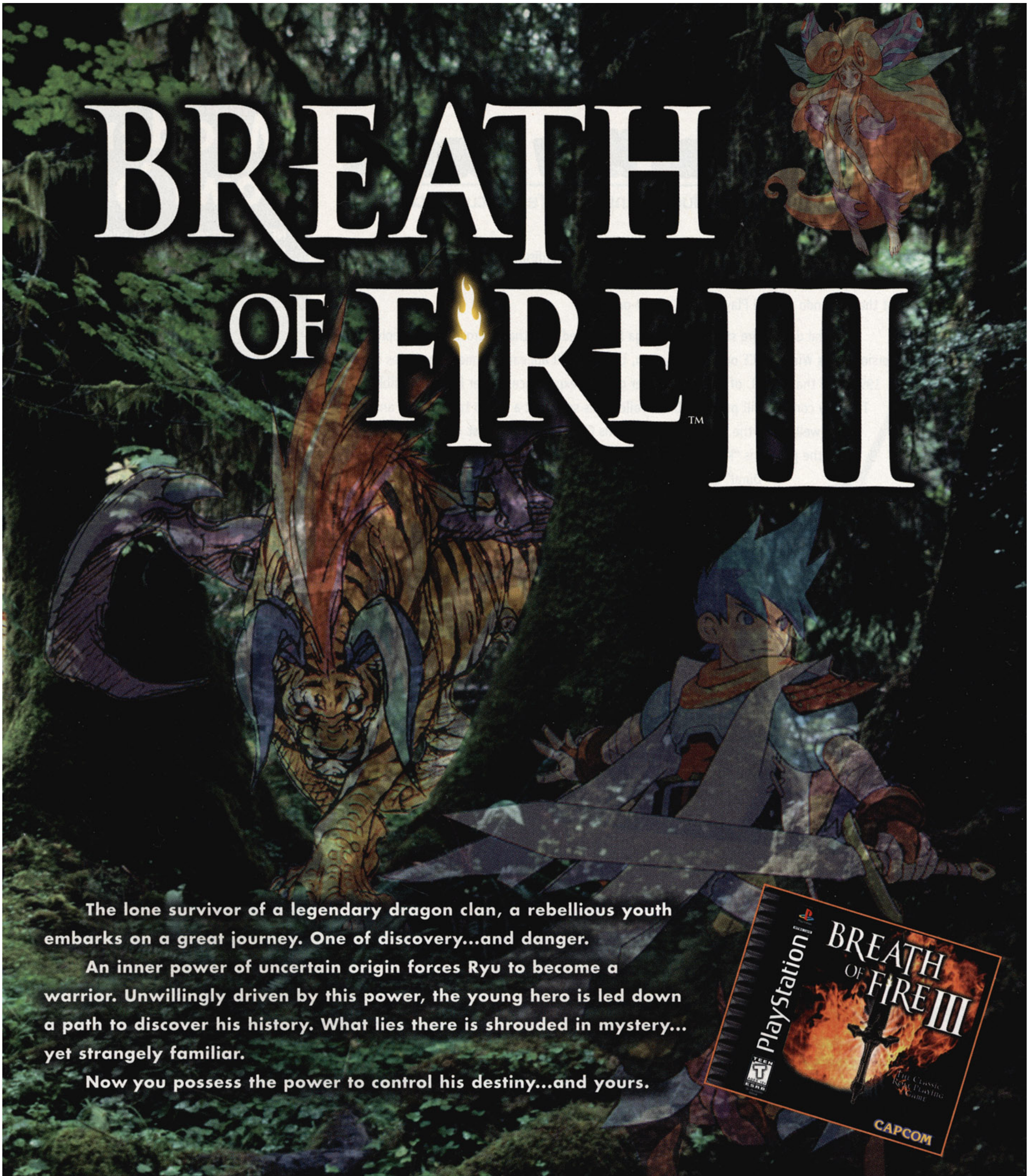
Unleash the power of *Fire Blast* and 50 other spectacular magic spells.

Choose your allies well. Gain experience and master the skills needed to survive in this epic 3-D world.

Flyman
Ryu AP 60 HP 244
Peco AP 24 HP 106
Momo AP 76 HP 84

Release the dragons inside...transform into many different forms, each with unique special abilities.

BREATH OF FIRE™ III



The lone survivor of a legendary dragon clan, a rebellious youth embarks on a great journey. One of discovery...and danger.

An inner power of uncertain origin forces Ryu to become a warrior. Unwillingly driven by this power, the young hero is led down a path to discover his history. What lies there is shrouded in mystery... yet strangely familiar.

Now you possess the power to control his destiny...and yours.

TEEN AGES 13+ CONTENT RATED BY ESRB

PlayStation

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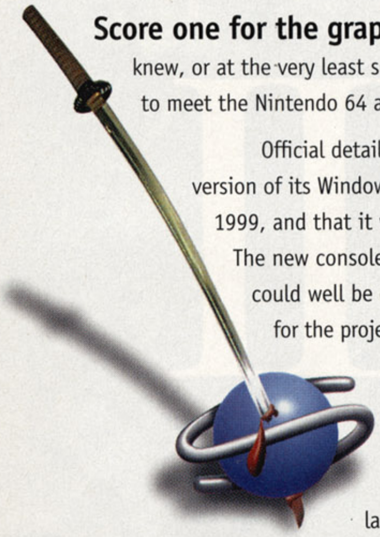
Sega Confirms New Console

Turbulent month reveals product plans, layoffs, Saturn status

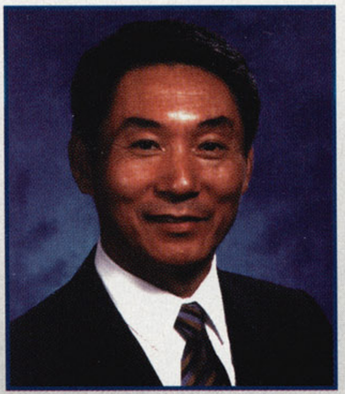


Score one for the grapevine. In January, Sega finally confirmed what most gamers already knew, or at the very least suspected: The company has a new console in development, positioned to meet the Nintendo 64 and PlayStation 2 head-on.

Official details are still sketchy. Sega has stated only that Microsoft will supply a version of its Windows CE operating system, the unit will appear on American shores in 1999, and that it will, of course, "deliver gaming experiences never before possible." The new console will probably be unveiled this spring at a Tokyo trade show, and it could well be on the Japanese market this Christmas. The latest name to surface for the project is "Katana" (after the Japanese sword), superseding the abandoned "Dural" and "Black Belt" titles.

Sega Enterprises also announced that the company's vice president, Shoichiro Irimajiri, would be promoted to president, while between 25–30 percent of Sega of America employees were laid off as part of the company's restructuring. Sega of America's chief operating officer Bernard Stolar said, "To be fiscally responsible and competitive tomorrow, we must make some difficult decisions today that will put us on the right path for long-term success."

One of those "difficult decisions" will no doubt prove to be the death of the Sega Saturn—though other parties have made that decision a lot less difficult of late. At press time, PlayStation hardware has outsold Saturn consoles roughly 3 to 1. Most major retailers have slashed the price of slow-selling Saturn systems and software, and Electronic Arts is the latest developer to abandon the platform, citing "declining Saturn product revenues." A source at Sega later confirmed that Winter Heat will be the last Sega Sports game for Saturn, and all resources have been concentrated on Katana development. Sega has four more Saturn titles slated for a spring '98 release—House of the Dead, Shining Force III, Burning Rangers, and Panzer Dragoon Saga—and this year's E3 show will most likely contain Sega's last Saturn titles ever.



Sega Enterprises' new president, Shoichiro Irimajiri, will lead the Katana-wielding company into the next millennium.

Madden Bowl '98

NFL superstars and celebrities packed Planet Hollywood in San Diego the week before the Super Bowl to test their gaming skills and compete helmet-to-helmet in Madden Bowl '98. Those in attendance at EA's kick-ass tournament included everyone from rapper Coolio to the 49ers' Dana Stubblefield, and all were hoping to head home with the championship. But in the finals actor Morris Chestnut (*Boyz 'n the Hood*) prevailed over the New Orleans Saints' Keith Mitchell, 41-37. The championship game ended dramatically as Chestnut completed an 80-yard bomb with under a minute left to win one of the fiercest battles in Madden Bowl history.

MADDEN BOWL 98

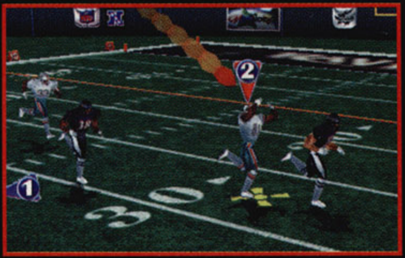
Morris Chestnut (left) makes a thrilling last-minute comeback as emcee Jamal Anderson of the Atlanta Falcons looks on.

Super Bowl MVP Terrell Davis (right) chills at the Madden party with GamePro's sports writer Johnny Ballgame (left).

news bits

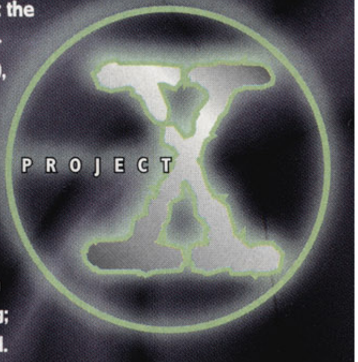
MK5, Blitz '98 in the Works

Midway has confirmed that two of its hottest arcade franchises are already ramping up with sequels. NFL Blitz '98 improves upon the raucous original by increasing the number of human participants to four. Meanwhile, it should prove as no surprise to anyone that Mortal Kombat 5 is officially in the works, this time based on Midway's Zeus II hardware, the still-evolving successor to MK4's circuitry.



The Project X Files

As the Sega Saturn prepares to bow out, a new game system will hit the market this Christmas from VM Labs. Its Project X system will be produced by multiple hardware manufacturers (much like the 3DO was), but those companies have not yet been announced, nor have any software partners signed on. Sound sketchy? All you need to know is that the Project X will be more powerful than anything currently on the market, developers will love the ease of programming it will offer, and Tempest 2000 wunderkind Jeff Minter is helping design the software. Our demo looked very promising; we'll keep you posted as details are confirmed.



QUESTION:

You're playing first base and the batter smokes a liner right over the bag. You have no chance to make the play, but luckily the ball hits the umpire and bounces into your glove. The umpire calls the batter out and sends him back to the dugout.

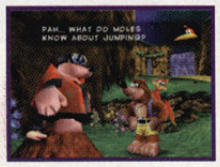
TRUE *or* **FALSE**

FOR THE CORRECT ANSWER, GO TO PAGE 52

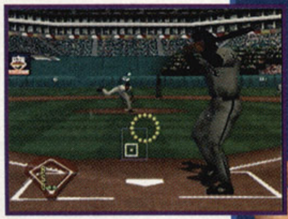
Nintendo's Gamer's Summit

As expected, there was nothing but good news at Nintendo's Gamer's Summit in Redmond, WA. The N64's library of 43 games may never catch the PlayStation's 400-game library, but that seems to suit Nintendo just fine, because its "quality not quantity" mantra is alive and kicking. N64 games slated to appear in the first half of this year are 1080° Snowboarding (April 1), NBA Courtside (April 27), Major League Baseball Featuring Ken Griffey, Jr. (May 25), Cruis'n World (June 29), and Banjo-Kazooie (July 27). Although each of these games was impressive in its own right, 1080°, Griffey, and Banjo-Kazooie were outright knockouts, even in preview form. It's even safe to say that Banjo threatens to clean Mario 64's clock!

At the Electronic Entertainment Expo (E3) in May, Nintendo plans to reveal its lineup for the second half of '98, led by the long-awaited The Legend of Zelda 64. Zelda was present at the Summit, too, but only in PC development form. Just the same, it looked awesome. Zelda's scheduled to appear in Japan by May and in the U.S. in September. Nintendo's definitely looking good for '98.



Banjo-Kazooie: Better than Mario?

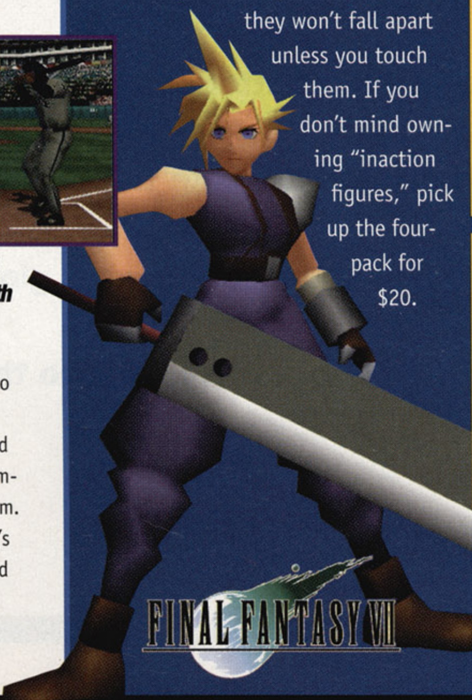


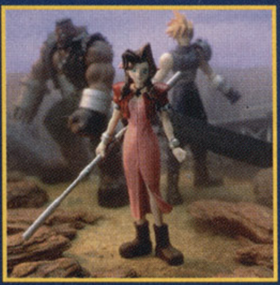
Ken Griffey's N64 debut will be worth the wait.

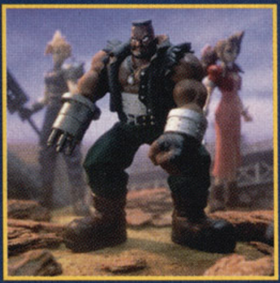
Final Fantasy Figures

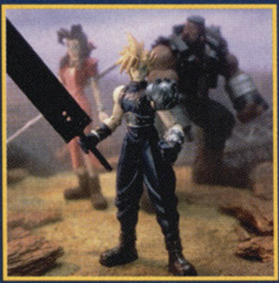
Bandai dominated the toy market with its Mighty Morphin' Power Rangers line, then nearly conquered the world with the virtual pet, Tamagotchi. But if its new product is a success, video game fans won't be too surprised. After all, how can you go wrong with action figures for Final Fantasy VII?

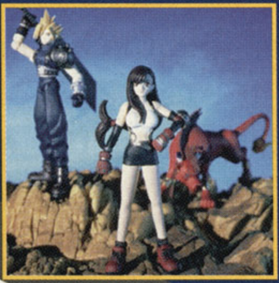
Well, actually, there is one way. Bandai has re-created the game's most popular characters—Cloud, Aeris, Barret, and Tifa—complete with authentic details, like Cloud's sword and Barret's Gun-Arm. However, our figures' limbs and heads were all too easy to remove—they're not sturdy at all. But the detailed toys certainly look nice, and they won't fall apart unless you touch them. If you don't mind owning "inaction figures," pick up the four-pack for $20.











Final Fantasy VII figures: You can look, but you may not want to touch....

Static

Watch for GamePro: The Movie, starring Jurassic Park's Wayne Knight as Scary Larry, coming soon to a theater near you... ◆ The Rookie is always hungry. Please send him food. Preferably cookies. ◆ Confidential to ToyFare magazine's Dallas Middaugh: We usually enjoy your articles, but who told you that the Sony PlayStation "debuted to apathy" and that "pundits pronounced the new system D.O.A."? Dude, no disrespect, but it's called fact-checking. Call us next time. We can help. ◆ Dear EA: I want a sequel to Skitchin'. Sincerely, Air Hendrix. ◆ Oh, that thing about GamePro: The Movie? April Fool's... ◆ Raiden was a secret character in NFL Blitz, and the NFL made Midway take him out. And that's NOT an April Fool—that's the sad truth. ◆ Wanna frag Major Mike with a Hyper Blaster? http://www.gamepro.com/clangamepro ◆ Don't play WCW vs. NWO World Tour with the Rookie, or you might get a REAL chair in your REAL face. Our boy went on a rage when JB and Scary took him to wrestling school, then lifted his seat over his head and nearly chucked it out the seventh-floor window. ◆ A belated thank-you to the gang at Slam magazine for letting us steal Noyz. Go Knicks... ◆ NFL Blitz...NFL Blitz...NFL Blitz...NFL Bli

GameTek Lives

The news of GameTek's death has been greatly exaggerated. The company filed for bankruptcy last year, but has since restructured and is back in business. GameTek has promised that its long-delayed Robotech title for Nintendo 64 will be released this year. Additionally, while *GamePro* was given permission to review the Nintendo 64 version of Jeopardy! back in our November 1997 issue, GameTek later decided to refine the game's graphics before releasing it, and the improvements it's made look good—the tweaks would have raised the game's Graphic score in our review. The final version should be available now.

Nyko HyperPak Plus

RATING: 4.0

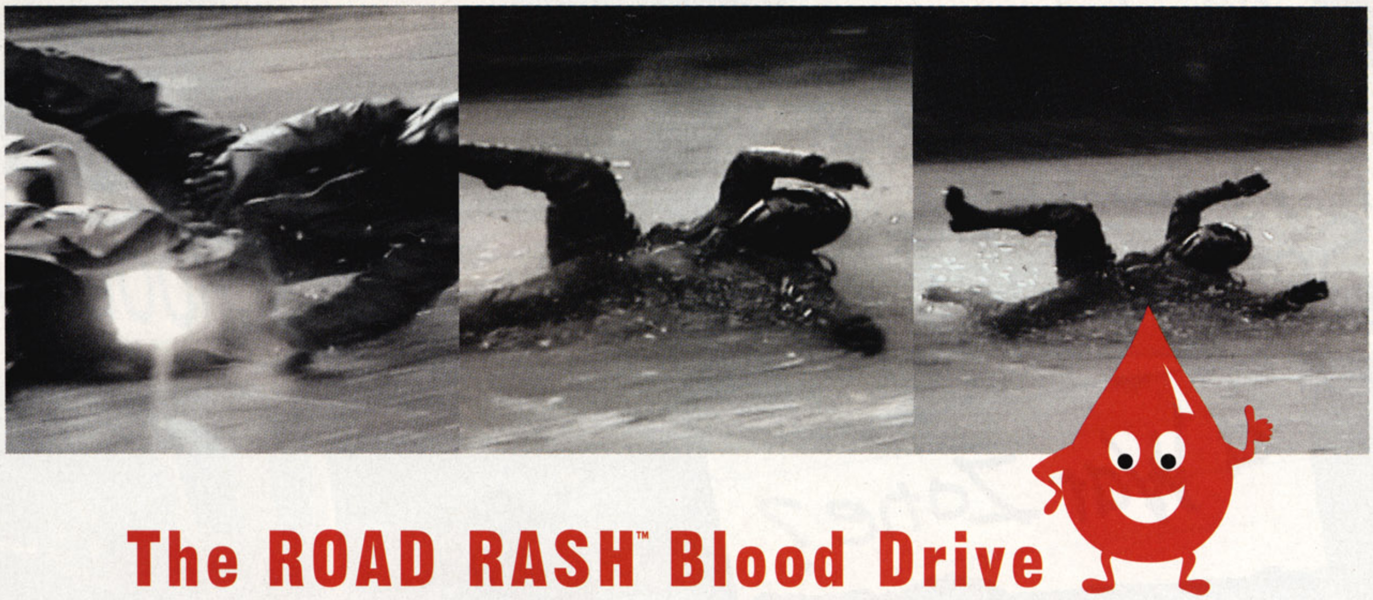
GAMEPRO LABS

NYKO
HYPERPAK

Nyko's HyperPak Plus—a combined feedback adapter and memory cartridge for the N64—puts an end to your pak-switching hassles. You can't use the memory and feedback simultaneously, but you can toggle between them with ease. It's no problem to load a San Francisco Rush secret car from memory, for instance, then flip a switch on the HyperPak Plus and feel the jolt of a crash.

With two feedback levels and four pages to save games, the HyperPak Plus offers more than either a Rumble Pak or a Memory Pak. The only noticeable performance difference is that the HyperPak Plus focuses the vibrations in the center of the controller, not the handles. Available in five colors, the unlicensed HyperPak Plus offers a pretty cool two-in-one solution.—Dan Elektro

Price: $24.99, Contact: Nyko Technologies, 1-888-444-6956



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“JOIN US IN THE RACE TO GIVE BLOOD.”

—Peter Plasma

A wreck like this can save up to six people!

RACING + COMBAT = DONATIONS!

To finish this vital equation, we need your help. By engaging in combat at extremely high speeds, you'll send relief to the people who need it most.

“I'm a quart low.”

“Hemoglobin please.”

ROAD RASH™ 3D

It's a whole new breed of Road Rash. Four gangs fight you to the finish in a perilous 3-D world. And the thrashin' beat of an Atlantic Records™ soundtrack keeps your pulse from stopping. Hopefully.

www.roadrash.com ELECTRONIC ARTS™

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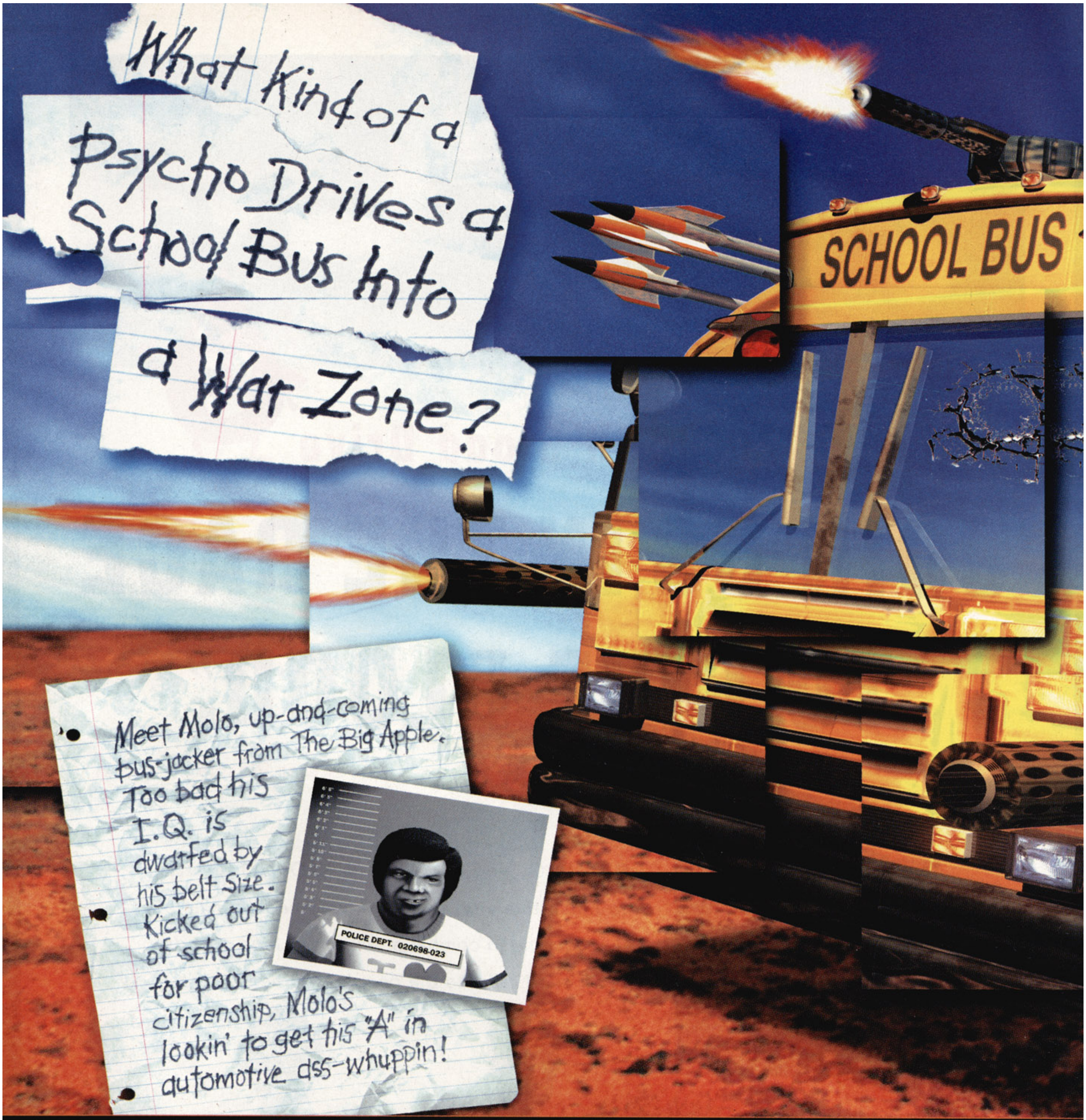
What Kind of a Psycho Drives a School Bus Into a War Zone?
SCHOOL BUS
POLICE DEPT. 020698-023

Meet Molo, up-and-coming bus-jacker from The Big Apple. Too bad his I.Q. is dwarfed by his belt size. Kicked out of school for poor citizenship, Molo's lookin' to get his "A" in automotive ass-whuppin!

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So Much Power
It's Crazy.

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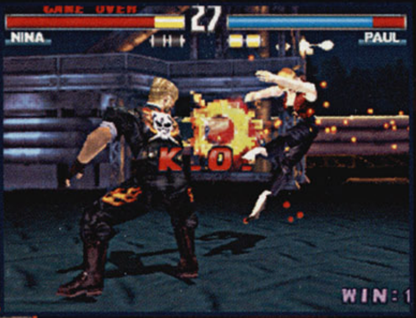
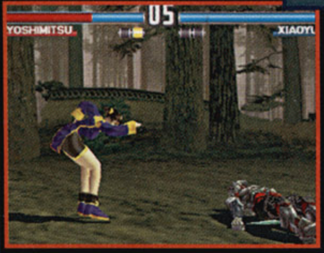
TEKKEN 3 Is Comin'

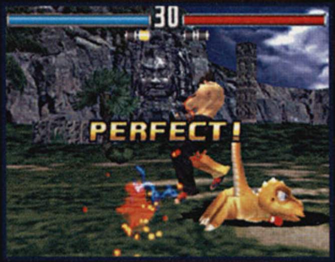
Smell that? It's your fear stinkin' up the room...because the biggest, baddest, brawling-est fighting game to ever hit the arcades is coming home, and you ARE NOT READY! Check out *GamePro*'s exclusive look at Tekken 3 for the PlayStation, and maybe it will help you out...maybe.

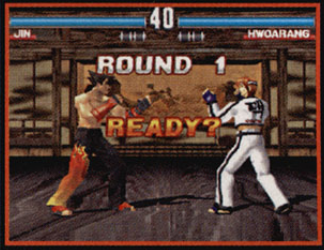
By Scary Larry

Here's what we know: Tekken 3 is coming out for the PlayStation, and we speculate it will appear in either late March or late April, with the Japanese import version hitting first (just like Tekken 2). That means if you haven't gone down to your local arcade to play Tekken 3 yet, then you'll have only a couple of weeks to practice—and that's not nearly enough time to master this game!









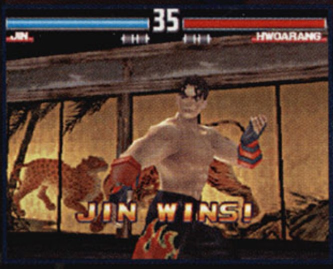
Tekken 3 is set to burn up your PlayStation with some blistering moves and a whole lot of feverish fighting-game action!

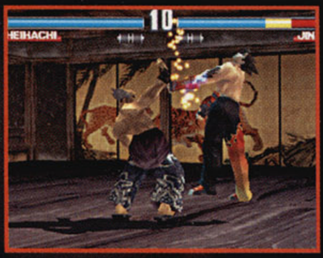
Tekken Peckin'

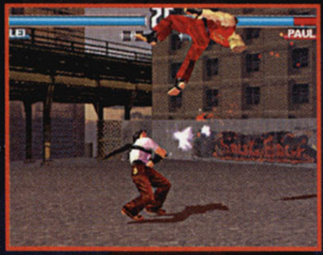
We've gleaned a few precious and exclusive facts from Namco, and although the company's not saying much, we've learned that the home version of T3 will contain all 20-plus fighters from the arcade version, along with two new extras—Gon (see "Special Feature: Tekken 3 for PlayStation," February), and possibly Dr. Bosconovich, the scientist from Yoshimitsu's Tekken 2 story cinema. Namco also stated that if it does use the Doc, he'll have his own fighting style and exclusive all-new moves. In other words, he won't be just a palette-swap character.

What else can PlayStation fighting-game fans look forward to? Speed and secrets, for starters. Namco claims that Tekken 3 will be faster than Tekken 2 (which seems almost impossible), with faster bounce-backs from falls, more escapes from tackles and stuns, and new throws. There will also be secret characters (many still haven't been seen in some arcades because they're time-locked), along with hidden costumes for each character and new computer-rendered intros and endings.

Additionally, Tekken 3 will come home featuring sidestepping moves for complete 3D control that will enable you to circle 360 degrees around your opponent. This new addition to the Tekken PlayStation series should guarantee more strategic matches and fewer cheap wins using simple thumb-mashing tactics.







The smooth-as-ice realism is apparent in every screen.

The Fight Has Just Begun

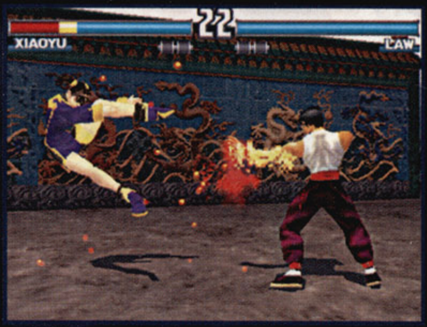
The other improvements Namco is making are things you'd expect to see in a fighting-game sequel—more 10-hit combos and new fighting styles, including two new kung-fu styles and the

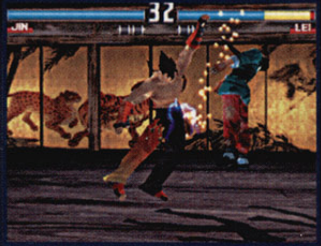
Just In!

Here's some hot info about the modes in Tekken 3!

- Arcade mode
- Versus mode
- Team Battle mode
- Survival mode
- Time Attack mode
- Practice mode
- Possibly another all-new mode which would be completely different from any mode ever seen in a fighting game! (Namco won't reveal anything more.)

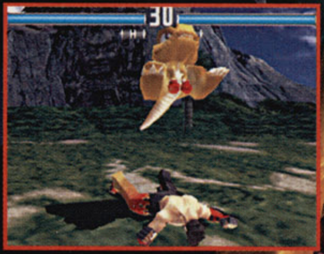
To Get You!

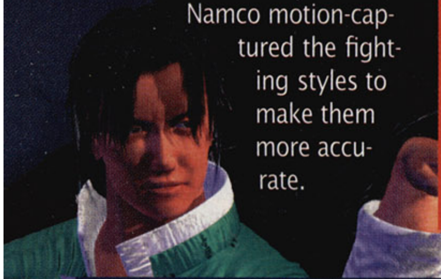


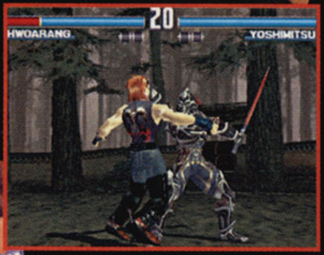


introduction of capoeira, the Brazilian martial art that's a cross between karate and the macarena (see sidebar "The Courtship of Eddy's Fighter"). In its commitment to realism, Namco motion-captured the fighting styles to make them more accurate.

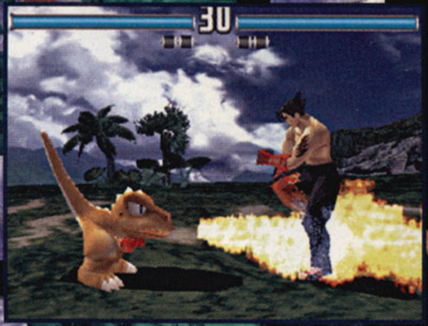
That's all we can share for now, since Namco is being very hush-hush about the project. Although some have openly wondered if Namco is rushing Tekken 3's PlayStation release, it's more likely that Namco's taking good care of its baby and checking it twice to make sure that Tekken 3's just as great at home as it is in the arcades. **G**

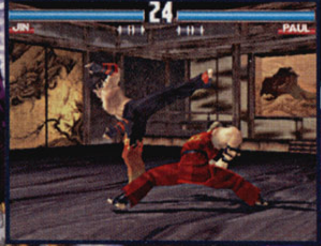


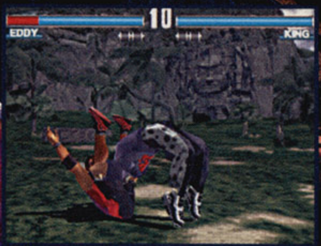




Save your money—Tekken 3 is just around the corner!







The Courtship of Eddy's Fighter

GamePro sat down with Marcelo Pereira, the martial-arts master who is the real-life "Eddy Gordo" from Tekken 3. His fighting style, capoeira, mixes Brazilian street fighting and traditional dance moves.

GamePro: What is capoeira?

Marcelo Pereira: Capoeira is a blend of martial arts, dance, self-defense, gymnastics, and music. It's a Brazilian art form that's over 400 years old. For many capoieristas like myself capoeira is a way of life.

GP: Did you get hurt during the motion-capturing for Tekken 3? Did you ever hurt anyone else?

MP: I was injured before I did the motion-capturing so that limited some of the acrobatic movements I wanted to do toward the end of the shoot. No one else was hurt because I did all the motion-capturing for Eddy alone!

Because of my injury, I was able to do about 20 percent of what capoeira has to offer. To execute some of the other great movements, I needed a skillful capoierista to spar with. Any person not familiar with the art could get seriously hurt.

GP: Are you pleased with the way your character is represented in Tekken 3?

MP: On a scale of 10, I give Eddy Gordo a 6. Eddy isn't a Brazilian name and "gordo" in Portuguese means "fat"! Speaking of names, those chosen for the capoeira moves are pretty off-the-wall and not like the traditional names I called the moves as I was being motion-captured. [For a list of the correct names, check out *http://www.hooked.net/users/lagosta/marcelobio.html* on the Internet.]

Eddy's attire could also be improved to better reflect the capoeira standards, and the background music could use a strong drum beat, if not traditional capoeira music, to add spice to Eddy's ginga [swing]. I imagine that Namco had to deal with thousands of details for all the characters and strategies in the game. Overall, I like Eddy Gordo, and I think that for a video-game fighter he has some cool moves and great combinations. To make Eddy appealing to an audience that knows practically nothing about capoeira, maybe that's the way he needed to be presented.

GP: Are you a Tekken 3 player? If so, do you play as Eddy?

MP: I've never been a video-game player. But I gave my son, Juliano, a PlayStation for Christmas so we can play Tekken 3 together. Of course I play as Eddy Gordo, but don't be surprised if my six-year-old beats me. After all, he is Eddy's number-one fan.

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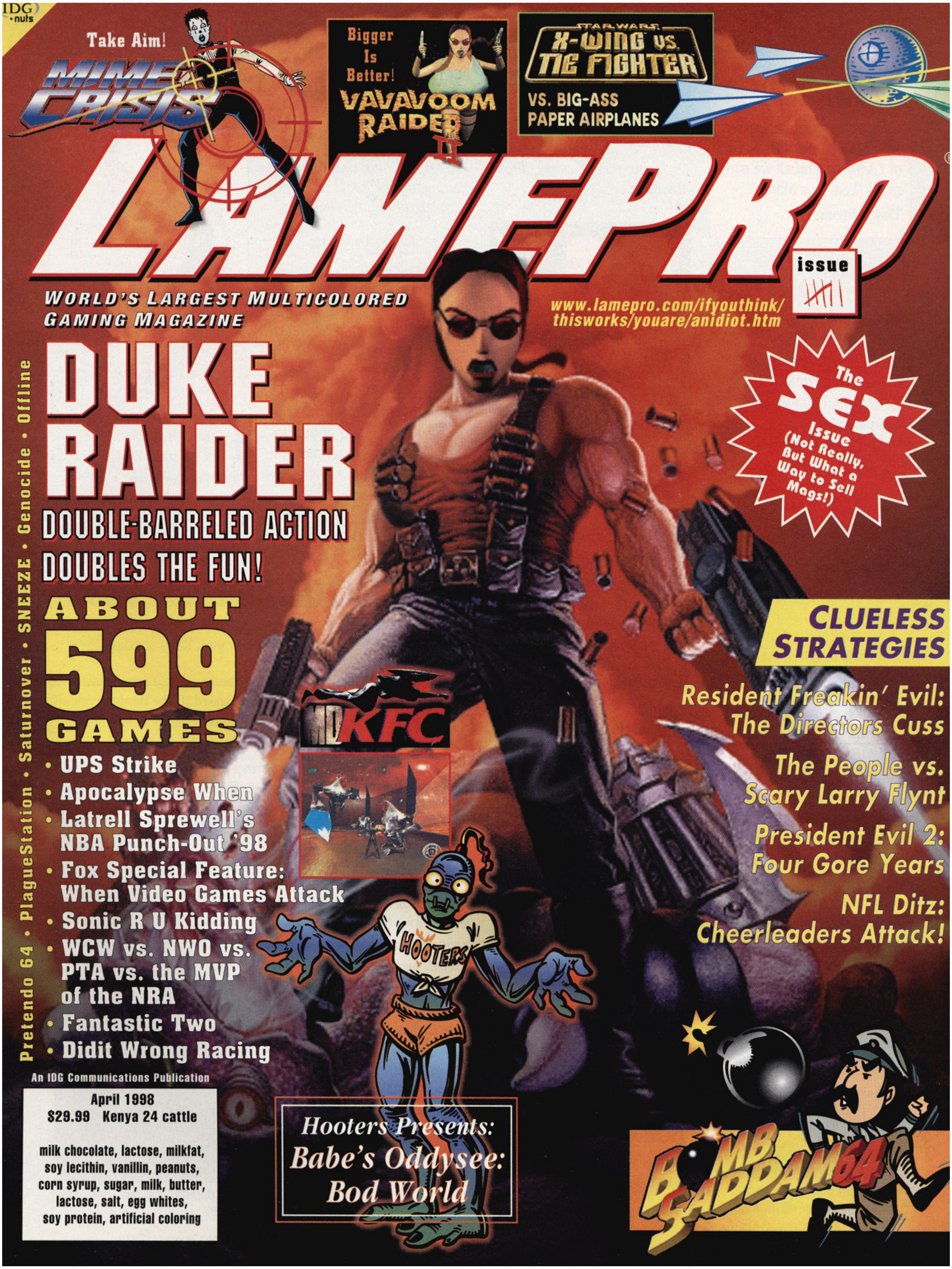
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HEAD 2 SHOULDERS

LETTER FROM THE LAMEPROS

Another year has passed since our last issue of *LamePro*, and all we can say is "Leave us alone."

The Editors

CAN WE CALL THE GAME BUST-A-DUDE?

I'm afraid to pick up the soap when I drop it in the shower. What should I do?

Christian Slater
San Quentin, CA

Stop biting people, and get soap on a rope.

HUNGRY FOR PUBLICITY

I'm not saying I did it. All I'm saying is that if I *did* do it, I wouldn't tell anyone but my friends at *LamePro*. And maybe my attorney. But certainly not a jury. Unless I could make a buck doing it.

OJ Simpson, Brentwood, CA

Okay, but no one really cares anymore.

YOU MAKE TWO REALLY GOOD POINTS

I think it's so unfair that I'm not characterized as one of the leaders in the game industry. What do I have to do to rack up points with you guys? All people see when they look at me is my...HEY! I'm talking to you! A little eye contact would be nice!

Lara Croft, San Mateo, CA

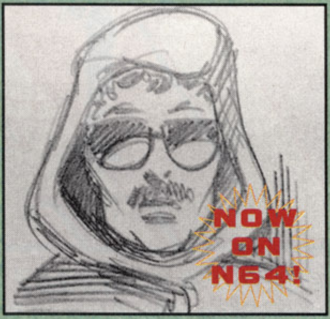
Uhhhh heh-heh, uhhhh heh-heh...you said "rack"...uhhhh heh-heh, uhhhh heh-heh.

OH, SHUT UP ALREADY

I am appalled at the violence in video games. Violent games lead to violent behavior. If something isn't done to alleviate the level of violence in today's video games, I will have to unleash an apocalyptic cloud of chemical gas on your country. Just say no to violence. And Kurds.

Saddam Hussein
Baghdad, Iraq

Will that gas be coming from your stockpiled weapons or just your butt?



AND FIND ME SOME DECENT UNDERWEAR

Hey, Hudson Soft! Where's my cut?

Ted "Bomberman"
Kaczynski, Sacramento, CA

A spokesman replies: "Leave me alone."

Art Failure

We've received some great pictures and envelope art—too bad we can't show most of them to you. Keep sending them in, though.

POORNEWS Like Anyone Really Cares

Parappa Found Dead

Rap star Parappa the Rapper (real name: Phineas T. Arbuckle III) was found dead in his 1998 sedan-style cartoon car after an apparent argument with an unknown gunman. Early reports have suggested that Gary Coleman may be involved in this East Coast/West Coast rivalry. Coleman, child actor from the TV series *Diff'rent Strokes*, was apparently seeing Parappa's girlfriend, Sunny Funny. A source close to Coleman and Parappa told *LamePro*, "Sunny was a ho. She was with Parappa, Gary, Poy Poy, and even that dude from Chameleon Twist." Police say Parappa's last words were, "Check and turn your Uzi to the left."

Will this finally settle the East Coast/WC rivalry?

New Quaked II Meadow Pack is "peaceful...and yet disturbing..."

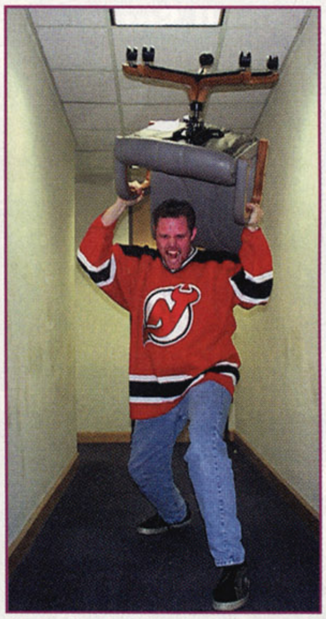
Quaked Add-On Takes A Flowery First Step

ego Software announced that its new Quaked II add-on will be a first in the industry. Quaked II: The Meadow Pack will feature all-new levels in glens of violets, gooseberry, and English thistle.

"We wanted to give the Quaked experience a whole new look," says new ego Software president Martha Stewart. "And the color of demon blood is such a great contrast to spring lillies."

The Rookie Presents... Chair Combat

A new startup company called BRP has released a fighting game that will grab gamers by the seat of their pants. Chair Combat, featuring The Rookie, is a unique fighting game where the sole purpose is to throw a tantrum. After successfully beating The Rookie several hundred times, you then move on to face the boss. Your sole weapons are office furniture and any waterlogged hockey equipment that you find along the way. As Johnny Ballgame says, "It's better to toss a chair than toss a salad." Available only in Paducah.

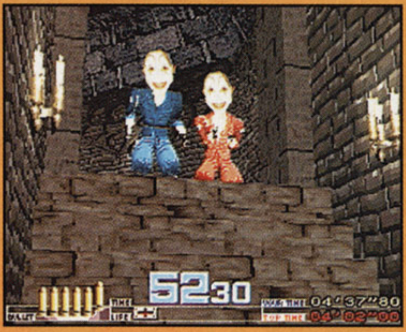


Chair Combat: It's fast, fun...and cheap!

Bleak Previews

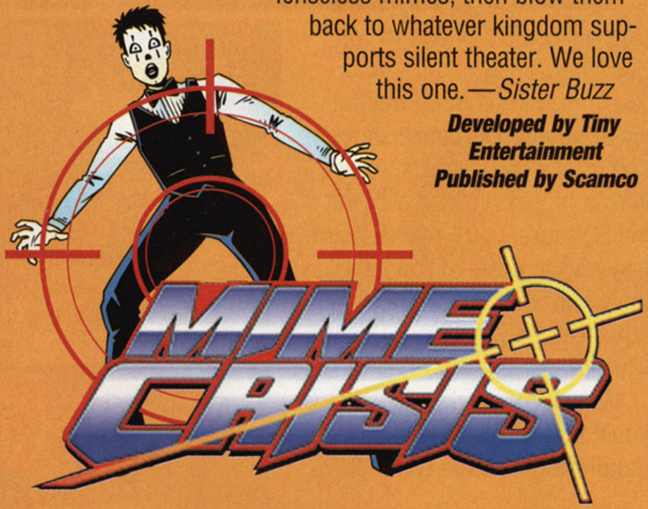
Mime Crisis

PlainStation



A mime is a terrible thing to waste—unless you waste 'em with a .357 Magnum. You can now do that with Scamco's new gun game, Mime Crisis. Travel through various street fairs and hippie communes to find the best, most defenseless mimes, then blow them back to whatever kingdom supports silent theater. We love this one.—*Sister Buzz*

Developed by Tiny Entertainment
Published by Scamco



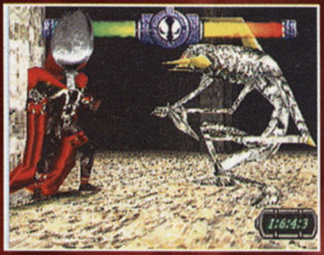
Spoon: The Eternal

N65

SPOON
The Eternal

From the depths of Hell comes one of the best action/adventure games ever! Spoon features amazing 3D graphics, beautiful backgrounds, and...oh, hell, we can't lie. It sucks, and unless you like playing with kitchen utensils, this game won't appeal to you.—*OB/GYN Zombie*

Developed by Someone
Published by Someone Else

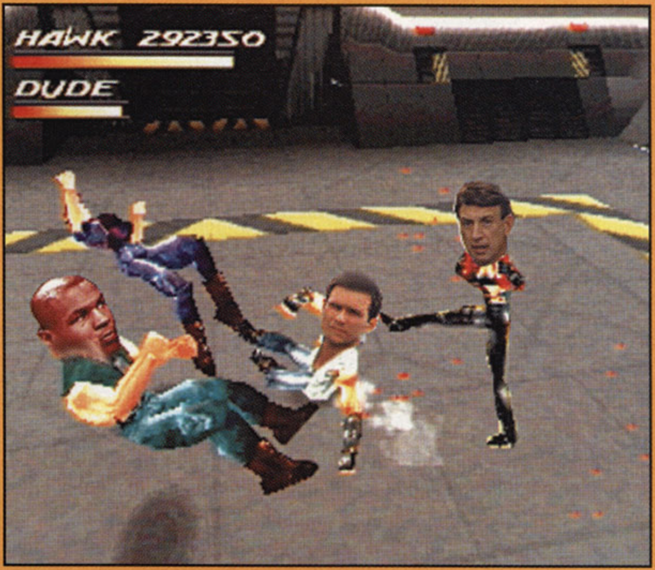


Biting Force Starring Mike Tyson, Marv Albert, and Christian Slater

Splatern

In Biting Force, it's nothing but the whole tooth as Iron Mike, Crossdressing Marv, and Flesh Fiend Slater bite, punch, and slap their way through several lush and lavish stages, including motel rooms, boxing rings, and police stations. Although only 0 percent complete, Biting Force looks like it's shaping up to be a real winner.—*Not So Scary Larry*

Developed by Tooth•HQ
Published by Showy Entertainment of America



Latrell Sprewell's NBA Punch-Out '98

Nonetendo 64

Go from lay-ups to layoffs in the basketball game where you don't trade players—you trade blows! Marked by pro athletes with a strong offense and a weak defense, this is the only professional hoopster you'll find without a career mode. —*Bone Alone*

Developed and published by EA Spots

ZANGIEF
DHALSIM

Apocalypse When

Uranus

Where's your Willis now? After repeated delays and contractual mishaps, Lackovision will soon be releasing this futuristic war game. When? Whenever the hell they feel like it. *LamePro* got an exclusive look at one of the game's screens, and it doesn't look ready yet (see below). Rumor has it that we'll see it soon—maybe before the turn of the century. —*Tyrannosaurus Rector*

Developed and published and delayed by Lackovision

Coming soon?

STAR WARS MASTERS OF TIRA MISU

STAR WARS
MASTERS
OF TIRA MISU

By Air Headrush

Star Wars fans will be more than excited, they'll be full! Star Wars: Masters of Tiramisu is a fast-paced no-holds-barred cooking game that will have you on the edge of your seat with moves like the Brisket Bash. All your favorite characters are here, from Cook Skywalker and Glazed Ham Solo to Chocolate Chewybacca and even Obi Won Ton Kenobi. Hidden characters include Paul Prudhomme and Julia Child, who are both rumored to be in the new prequel to the *Star Wars* films.

The game's graphics actually suck, and the music is missing, but if you overlook that (and the bad gameplay, terrible control, and absent Fun Factor), you have one sharp cookie of a game. **L**

***PROTIP:** Try to shake the edge of the screen so that Vader Spice's casserole falls flat.*

PLAGUESTATION

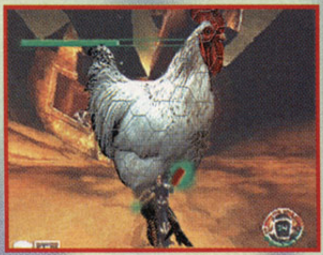
PROREVIEW

By Minor Mike

MDKFC

In the future, the fast food wars have escalated to full-scale combat. The Colonel has sent his poultry troops to conquer the planet, and it's your job to make the world free for small eateries like coffee shops and greasy-spoon diners. Armed with a blowtorch and a bottle of BBQ sauce, you'll cole-slawter wave after wave of fowl enemies, turning them into Crispy Strips before you can say, "You want fries with that?"

As you roast "el pollo locos," you'll pick up power-ups like Handi-Wipes, plastic spoon-forks (called "sporks"), and a 12-piece bucket of tender roasted bird. At the end, you face the biggest chicken of all—Thigh Orbreast—in either a White or Dark mode. Can you survive...or are you just another cluck-up? **L**



***PROTIP:** Watch for mashed potatoes and gravy landslides in the fifth level.*

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VIGILANTE 8™

IT'S Total Carnage

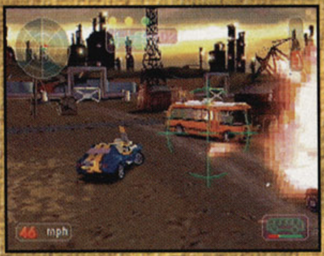
Vigilante 8 for the PlayStation is a wild ride through the lawless highways of the futuristic West. Ride shotgun with *GamePro* as we cruise through and blast a few bad boys with Activision.

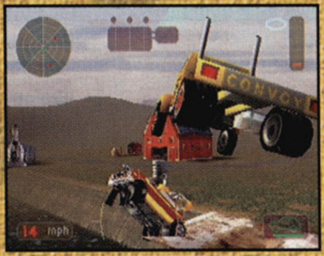
By Scary Larry

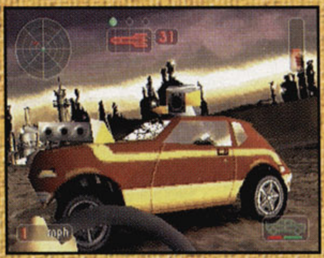
In a parallel universe circa 1975, a gang of rogue drivers calling themselves the Coyote Gang raids a secret military base in the Southwest, and all the weapons technology at the base falls into their hands. Desperate times call for desperate measures, and a grassroots militia group called the Vigilantes bands together to protect their small towns and outposts against the gang. Militia group, meet hi-tech weaponry. What ensues in Vigilante 8 is a free-for-all combat racing game that may turn out to be the definitive Twisted Metal killer.

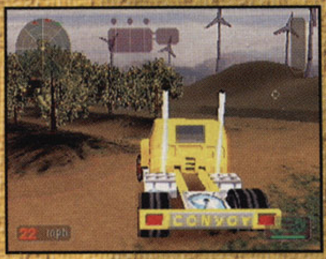
In this bash-n-crash automotive Armageddon, you select one of 12 cars, each with a character-intense theme, like Boogie's Disco car and his special weapon, the Disco Ball. You then battle it out in one of eight arenas, running down your opponents and blowing them back to the junkyard with missiles, rockets, land mines, and more.

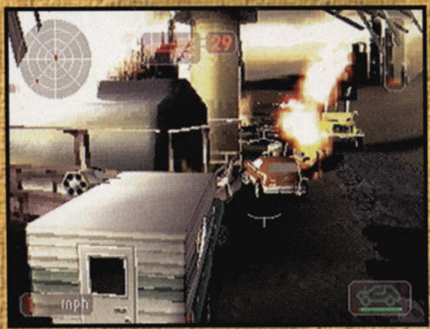
One major difference between this game and Twisted Metal is that while the backgrounds are not only fully destructible, they're textured with potholes, dips, craters, and hills...lots of them. So as you tear through a level blowing up buildings and destroying non-enemy environments, watch out for sudden drops and slippery slopes—you may even find a hidden area or two while doing so.



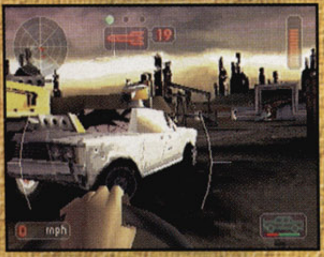




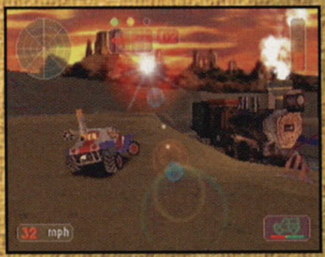




Crisp explosions and screen-shaking jumps will give your heart a workout!



Check out the detailed damage on the cars. Hope you have really good insurance.



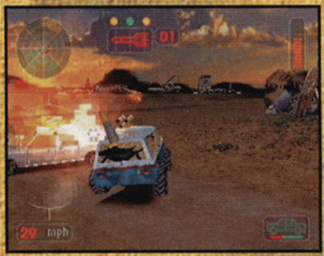
Twisted Metal fans will freak out when they see Vigilante 8!

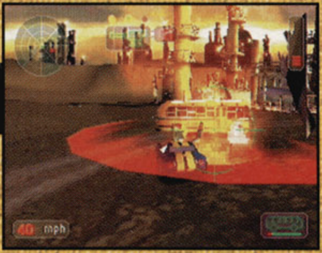
> ***"Vigilante 8 is the rip-roaring, action-intense cousin of I76, with more shooting and faster driving."***
>
> –Murali Tegulapalle, Vigilante 8 producer

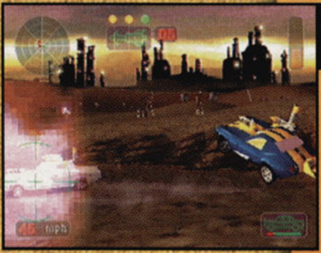
Hot Rods From Hell

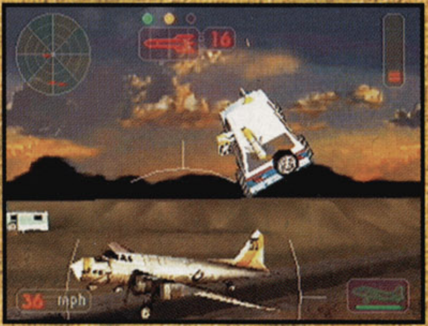
The eight fully amped muscle cars also have a definite '70s look and feel to them, since they're modeled after actual cars of the period. You may find yourself driving a souped-up faux Camaro, an over-the-top Gremlin, or a fully armed Chevelle. And since each driver is a psychic extension of their vehicle, expect such '70s artifacts as bell-bottoms, rhinestones, afros, and more.

The unique environments imbue the game with a feeling that is genuinely desolate and deserted. For example, one area near the Hoover Dam in Nevada looks like a fully operational power plant without workers. Imagine leaping over the dam and blasting cars below the perimeter wall. In other areas, like the oil fields, you destroy oil rigs and observation towers, which in turn topple over and damage other cars.

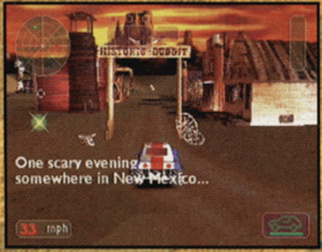


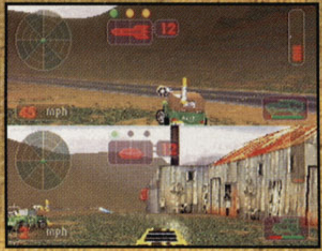






Vigilante 8 features highly realistic graphics and very intense vehicle combat.





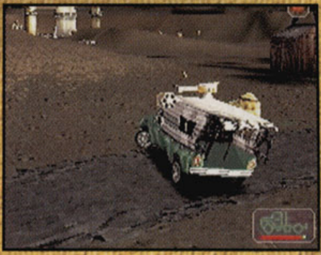
What the Funk?

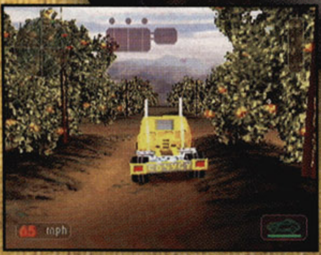
Although early in the developmental stage, the game plays as fast as Twisted Metal, though the graphics look much smoother and the cars are much more interesting. The explosions are on the programmers' list of things to work on, as is the music. Murali Tegulapalle, producer of Vigilante 8, told *GamePro*, "The music will have a definitely funky feel to it. Think back to the classic tunes of the '70s, and you'll get an idea of where the game is going musically."

So why not call this game Interstate 76 for the PlayStation? "Interstate 76 was more of a strategy/action game, with long stretches of mission-based logic," says Tegulapalle. "Vigilante 8 is the rip-roaring, action-intense cousin of I76, with more shooting and faster driving."

Vigilante Justice

Activision wants players to experience combat racing like never before, and it's close to the mark. Although the game does resemble Twisted Metal in concept, a strong story line and cleaner graphics should help Vigilante 8 burn the blacktop when it's released in May. G





Death on Four Wheels

Here's an exclusive roundup of hidden characters that will make your trip through the Southwest a vacation in Hell.

Beezwax

Here's a first. Beezwax is a beekeeper from Arizona who turns against the government when radiation from nearby nuclear tests destroys and mutates his bee stock. Talk about having a serious bug up your ass.

SPECIAL WEAPON: BEE SWARM

Houston

A cross between Cleopatra Jones and the Bionic Woman, Houston was sent to help the Coyotes wage their war. She was created by an evil confederacy of scientists, and she's one bad mother...I'm just talking about Houston!

SPECIAL WEAPON: LASER TURRET

Loki

An insane ex-test pilot, Loki helped the Coyotes acquire top-secret weapons from Site 4 in Nevada. He makes the Unabomber look like Snow White.

SPECIAL WEAPON: CLUSTER ROCKETS

Boogie

A disco-dancing, prancing fancy boy, Boogie wins dance contests by eliminating the competition with a whole set of other moves. Lord knows how he maneuvers in his car with those tight pants.

SPECIAL WEAPON: DISCO BALL

Developed by Luxoflux Corp.
Published by Activision
Available May
70% COMPLETE

12:00
4
BULLS
PACERS
71
62

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KIDS TO ADULTS
CONTENT RATED BY ESRB

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PlayStation

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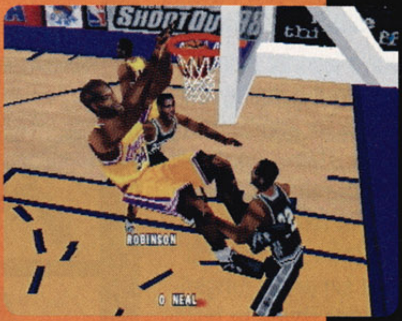
ATL 4
PHI 7
1st 1:57
NBA
SHOOTOUT 98
BLAYLOCK
IVERSON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PIPPEN

NBA SHOOTOUT 98

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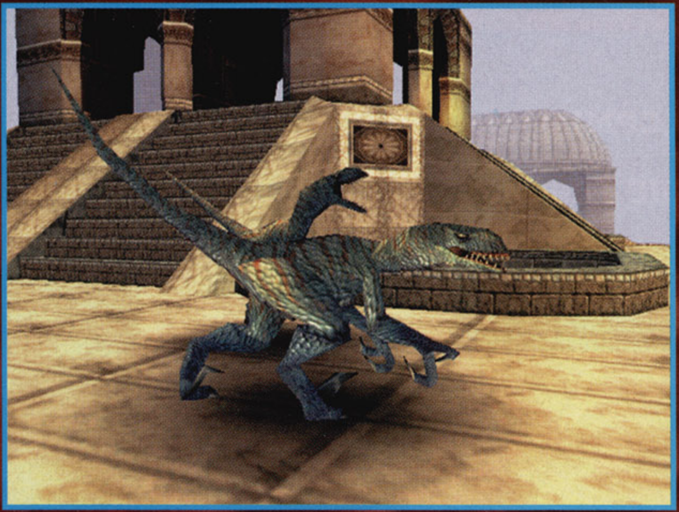
Sneak Previews

FIRST LOOK

Turok 2

Nintendo 64

By Scary Larry: Dinosaur Hunter



"More" is the word with Turok 2—more weapons, more environments, more bosses, and just more fun! Turok 2 seems headed for the same kind of sizzling success as its predecessor.

The Plot Thickens

Turok 2's story will apparently pick up where the first game left off: After Turok fell through the Chronoscepter and into the volcano, a whole new plot went into motion. Now he'll have to travel through eight dark, aggressive, mission-based levels. Turok will also pack some new weapons, but Acclaim wouldn't part with any details beyond revealing that the armaments will produce some sick, gruesome effects.

Lean, Mean Killing Machine

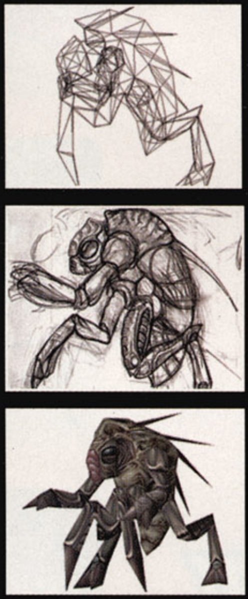
Turok 2's darker, more ominous look will also mean more enemy interaction. Acclaim has promised that Turok 2's quicker, smarter dinosaurs will swarm the player more often and will travel in larger packs. This is sure to translate into some dangerously fast dino destruction, so get your trigger finger in shape!

Dino Club

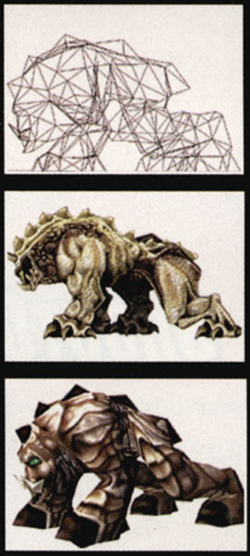
Everyone's favorite dinosaur-stomping, gut-gashing antihero is back for another romp in Turok 2. This version will feature more than the original game in terms of environment (new stages, and many not set in the jungle), backgrounds (burning buildings, smoldering rubble, and blood streaks on the walls), and effects (the fog will be pushed back in the distance four to five times farther).

A Work in Progress Shows Promise

Worker

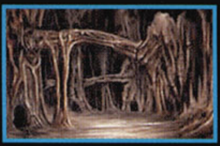


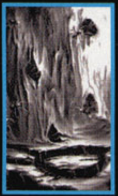
Hunter

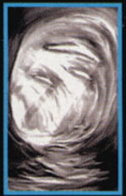


From conception to an artist's rendering to final implementation, the enemies look like trouble in Turok 2!

A Walk on the Wild Side







Level designs seem to indicate that the game will be larger and more intricate.

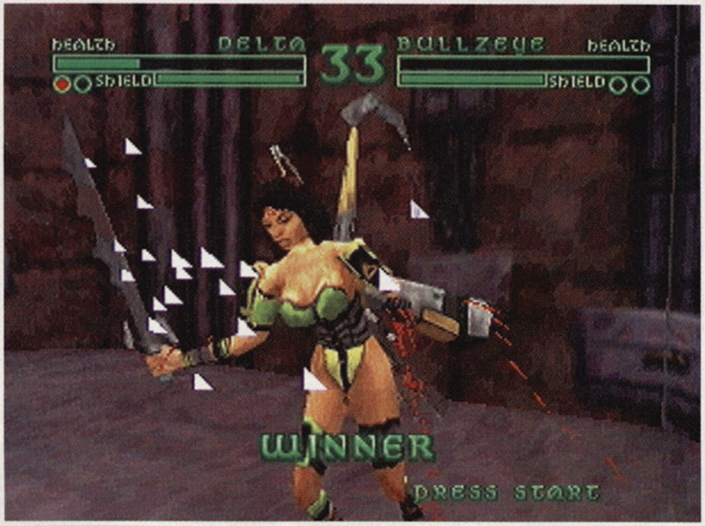
Developed by Iguana Entertainment
Published by Acclaim
Available August

30% COMPLETE

Bio F.R.E.A.K.S.

Nintendo 64

By Major Mike

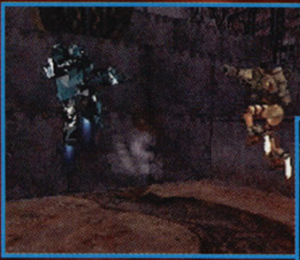

health
DELTA
33
BULLZEYE
health
SHIELD
SHIELD
WINNER
PRESS START

Midway's no stranger to violent fighting games, and Bio F.R.E.A.K.S. continues the trend set by Mortal Kombat. Bio features fierce and brutal combat—on the ground and in the air.

BULLZEYE
SYNTRON
PURGE
RETRO

LOOKS THAT KILL

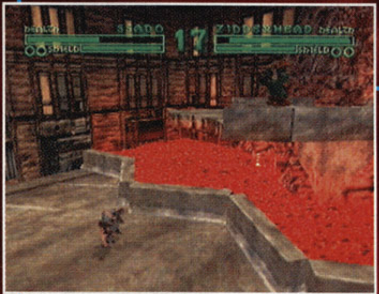
Graphically, F.R.E.A.K.S. provides an eyeful, including detailed carnage, fluid animation, and well-designed polygonal characters. And, yes, there's lots of blood to splash around. Although this preview version is a little over 10 percent complete, the graphics are cleaner and smoother than Mace: The Dark Age for the N64.



56
YOU LOSE
PRESS START

"LOOK, MA—NO ARMS!"

Bio features 3D fighting in gigantic arenas—some with interactive backgrounds that can inflict damage on a fighter (like a mangler machine or fire pits). Another unique feature is the ability to sever an opponent's limbs during a fight. Losing a limb does take some special moves and abilities away from the victim (not to mention health), but even an armless fighter can still win a battle.



SUPER F.R.E.A.K.S.

0 WINS
WINS 0
VS

Bio F.R.E.A.K.S. (Biological Flying Robotic Enhanced Armored Killing Synthoids) takes place in the not-so-distant future, where warring corporations settle their differences in the fighting arena. Eight fighters fill Bio's lineup, and each is equipped with a different weapon and specialized attacks. The game uses six buttons: two punches, two kicks, and Fire Weapon. The sixth button activates your fighter's jet pack, but you can hover in the air only briefly.

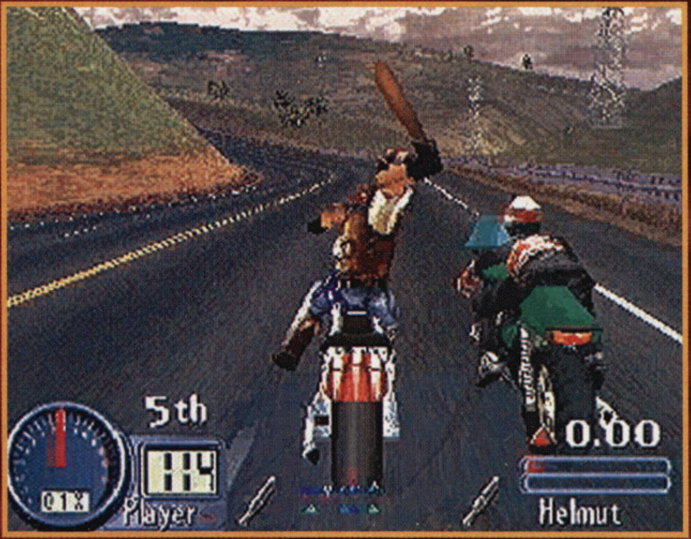
Developed by Saffire Corporation
Published by Midway Home Entertainment
Available July
10% COMPLETE

CHOOSE YOUR BATTLE PIT

ROAD RASH 3D

By Air Hendrix

PlayStation



After too much time in the shop, Road Rash is ready to ride again on the PlayStation with a stylish 3D look and that same skull-busting action Rashers expect.

Back in the Saddle

Many gamers will be stoked just to play a new Road Rash, but RR3D's heading for the starting line with some slick refinements. The racing, while still squarely on the arcade side, is revved up with bikes that have much more realistic responses, especially for braking and cornering. Cruisers really drag and slide sideways in turns, while the sleek sport bikes dive right through.

But RR3D's not just a racing game, and that means plenty of club-thumping combat to keep the action exciting. Your arsenal this time is planned to include cans of mace, chains, nunchuks, clubs, pipes, stun guns, 2x4s, and crowbars... and the pack definitely puts up a fight. This preview version glittered with potential—if EA pulls everything together as planned, RR3D should head straight to the top of the charts.

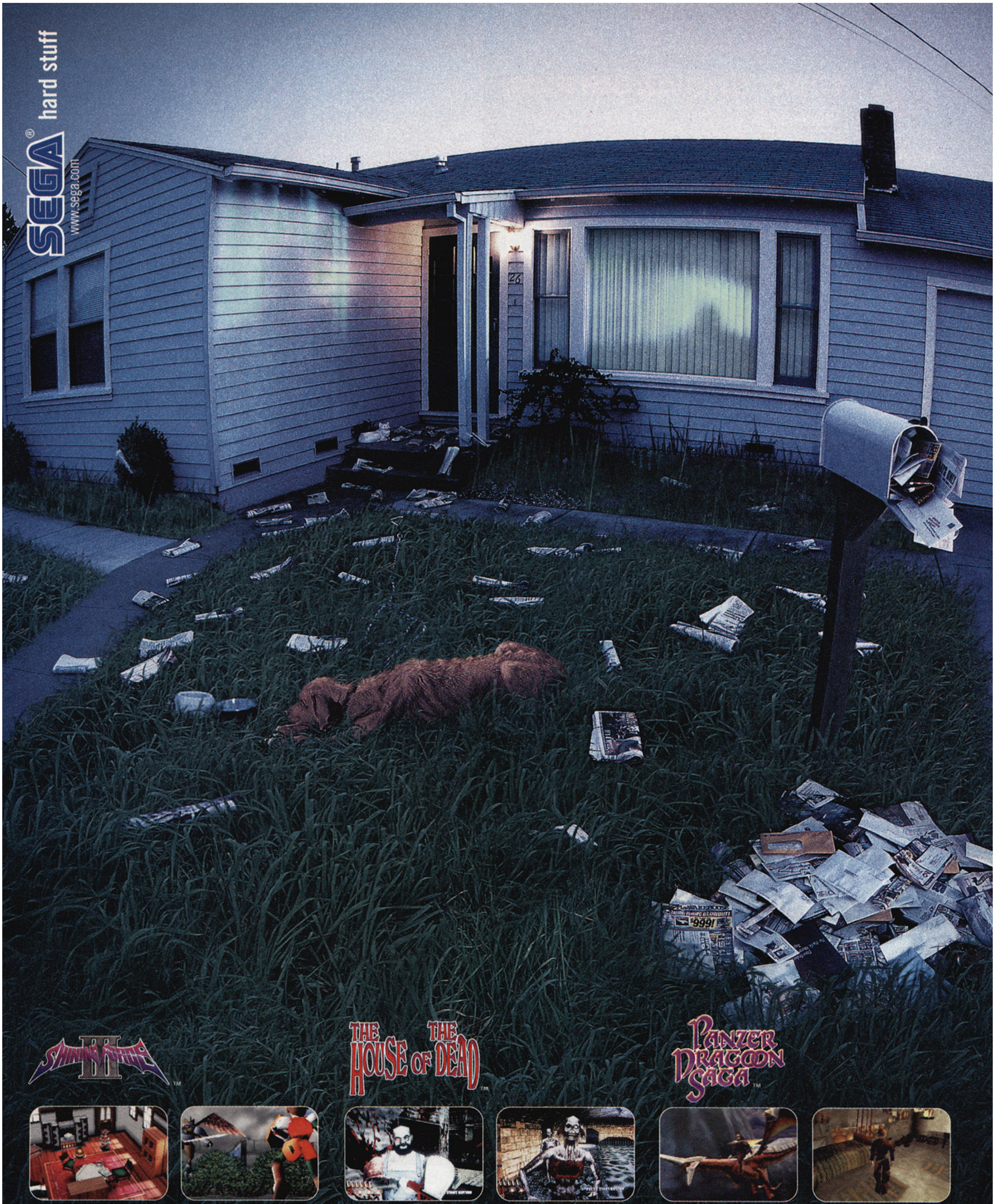
Popping Wheelies

Road Rash 3D's spanking-new 3D graphics perform well, nicely modernizing the look of this classic series. Animated with tons of cool new movements, the polygonal riders look more lifelike than ever before: They glance over their shoulder as the pack closes in, hunch tight over the handlebars at high speed, and yank the bike up for a wheelie. The interconnected 3D courses look sharp, too, and make for an engaging racing environment.

Enough elements in this unfinished version were still under construction, though, that it wasn't possible to judge the game's speed or draw-in, but the early indications were promising. And EA was deep in negotiations with a major recording label to sign some top-name talent to the soundtrack—always a key part of the Road Rash experience!

Developed and published by Electronic Arts
Available March

60% COMPLETE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hard stuff
Shining Force III™
The House of the Dead™
Panzer Dragoon Saga™

Day 42. The standoff continues. Suspect presumed paranoid. Has been known to roam dungeons and consort with bandits and sprites in **Shining Force III**. Believed to be mutilating and blowing heads off zombies in **House of the Dead**. Purported member of **Panzer Dragoon Saga** cult, which claims that ancient, morphing "dragon friend" holds the key to salvation from evil. Approach with extreme caution: suspect known to use thumbs when threatened.

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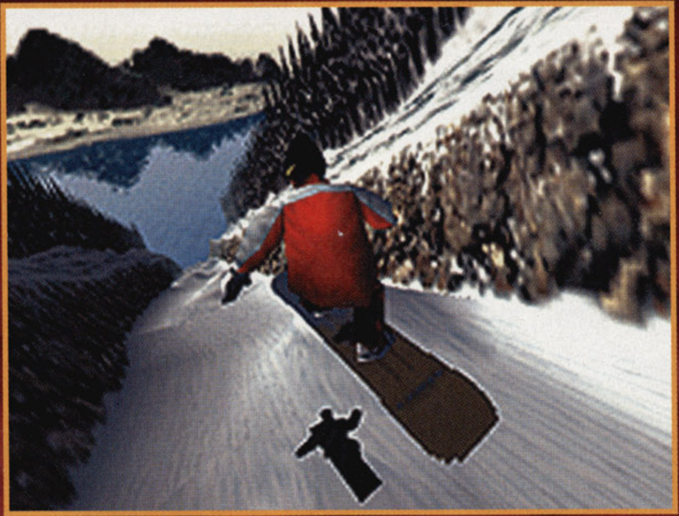
1080° Snowboarding

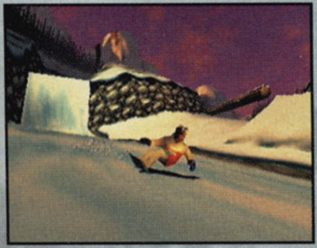
Nintendo 64

By Toxic Tommy



1080° Snowboarding brings extreme sports to the N64 from the same team that developed WaveRace 64. With Nintendo game master Shigeru Miyamoto calling the shots, these slopes are looking slick.

Boards To Be Wild



Snowboarding's burning up the slopes, and now 1080° Snowboarding's about to do the same to your thumbs! To play this impressive-looking N64 cart, you'll pick a pro from five slick 'boarders and choose a deck from eight actual snowboards. Hardcore 'board freaks will dig the Lamar Snowboard license, which enables you to choose an actual production deck from one of the top board-makers in the business.

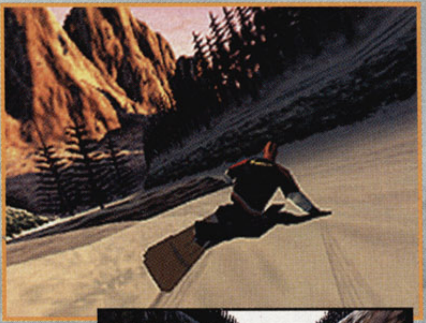
0'05"73 TIME
54 km/h
2nd

0'55"90 TIME
57 km/h

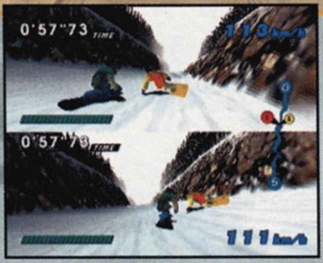
3'54"76 TIME
83 km/h
1st

SELECT BOARD
Adam Merriman
MAX SPEED
RESPONSE
EDGE CONTROL
FLEX
STABILITY

Spin Cycles

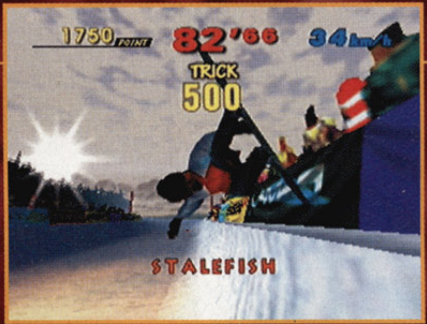


1080 is primarily a racing game, as you tackle six tracks, blazing down mountains, twisting through slaloms, ripping through forests, and, of course, attacking a humongous halfpipe. Plus, you can take on a pal in two-player split-screen mode. In the preview cart, the analog stick provided smooth, intricate control. The snowy scenery was postcard gorgeous and, of course, cool. Speed junkies will get off on the supersonic animation and awesome acceleration as you go aggro down 45-degree angled terrain.


0'57"73 TIME
113 km/h
0'57"73 TIME
111 km/h

Phat Air

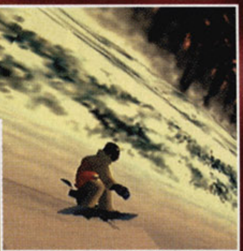
Now if a 360 is one complete spin, a 1080 is…well, you do the math. It's an extreme move, and to pull one, you'll have to master many more. The early cart features 29 stunts which you can string together like combos. Training mode lists all the stunts and displays the button presses, too. There's even a Freestyle mode, where you blast off a monster ramp to try to pull multiple air stunts. No word yet whether you'll be able to pull handplants in the halfpipe though. Just the same, 1080's looking like an extreme challenge with extreme fun.


1750 POINT
82'66
34 km/h
TRICK
500
STALEFISH

Developed and published by Nintendo
Available April

90% COMPLETE

SELECT BOARDER
Kensuke Kimachi
MAX SPEED
TECHNIQUE
BALANCE
JUMP
POWER



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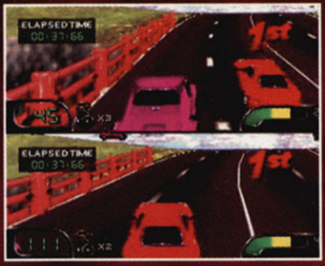
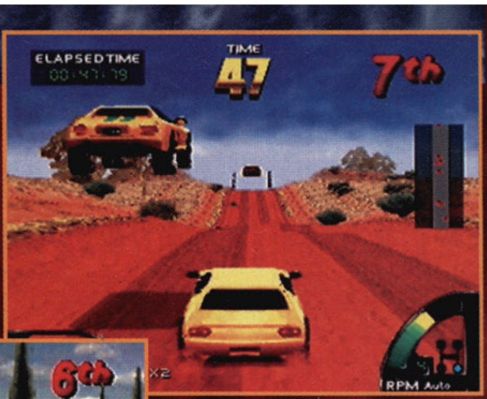
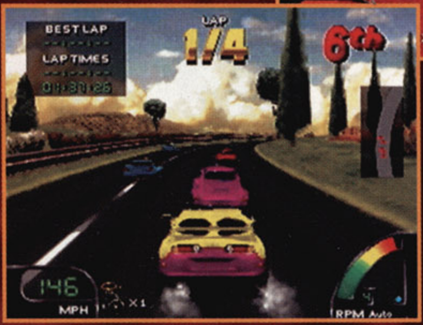
Cruis'n World

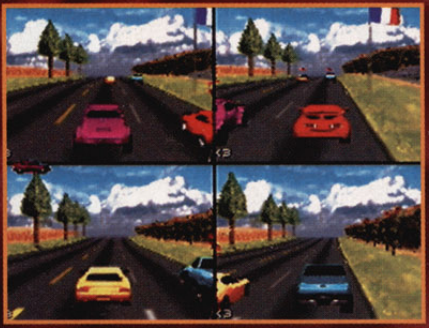
Nintendo 64

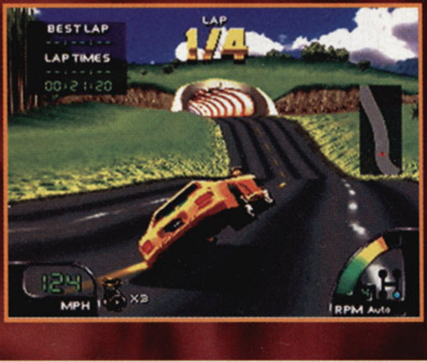


Coming straight from the arcade, Cruis'n World is Nintendo's next installment of racing for the N64. If Cruis'n USA wasn't enough for you, World might just deliver what the first Cruis'n didn't. Completely translated from the arcade version, Cruis'n World offers 14 new tracks and a variety of new vehicles to drive. You can also perform wheelies, drive sideways on two wheels, and bust out a "drift" move that will enable you to cut your car tighter around corners. No doubt these screens show off some great graphics, but will the gameplay skid and lose control like the original? *—Four-Eyed Dragon*







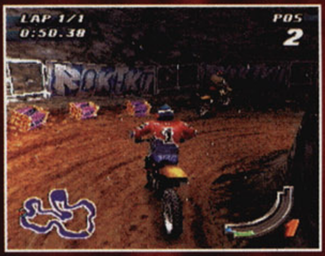


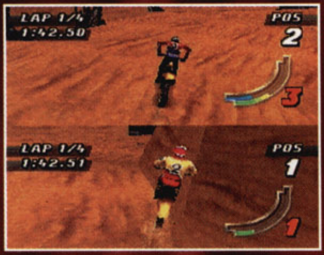
Developed by Rare
Published by Nintendo
Available June

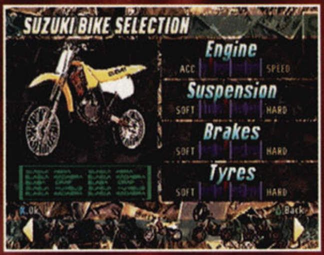
80% COMPLETE

Supercross '98 Featuring Jeremy McGrath

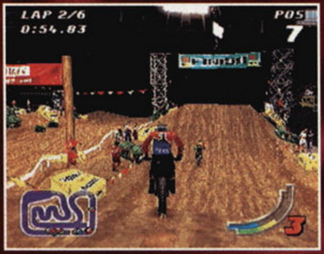
PlayStation

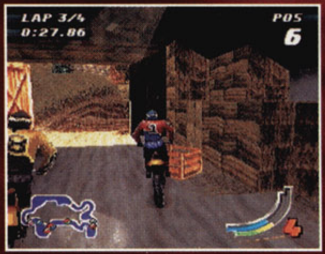


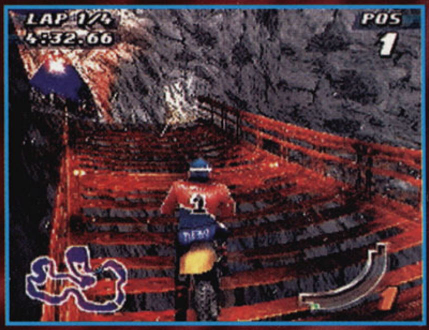


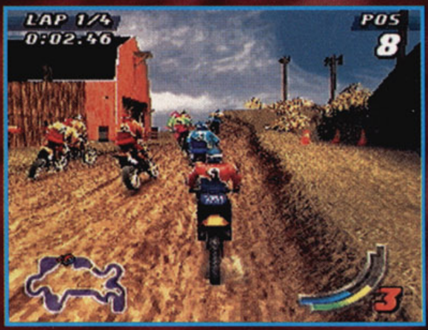


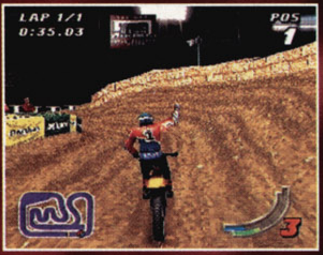
Combining arena supercross with motocross racing, Acclaim's Supercross looks to hit the circuit with some speedy motorbike action, headlined by supercross star Jeremy McGrath. Besides the usual dirt-dashing racing, you'll be able to create your own tracks, compete in a "ghost" race, and upgrade and repair your bike. Supercross will also be compatible with the analog controller to enable better handling and will feature a two-player split-screen mode. Even in this early version, Supercross seems to be a definite upgrade from Playmates' dismal VMX Racing. Unfortunately, the breakup on Supercross' tracks forced this bike straight into the mud. If this major flaw is fixed by the time the game's released, Supercross might just cross the finish line.*—Four-Eyed Dragon*











Developed by Acclaim Studios
Published by Acclaim
Available April

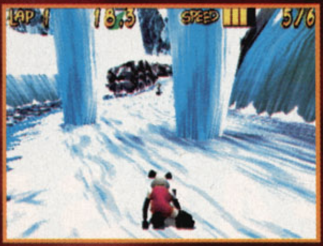
70% COMPLETE

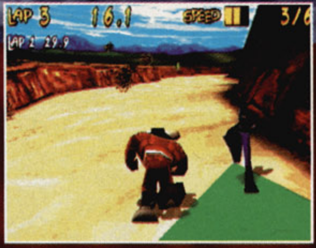
Running Wild

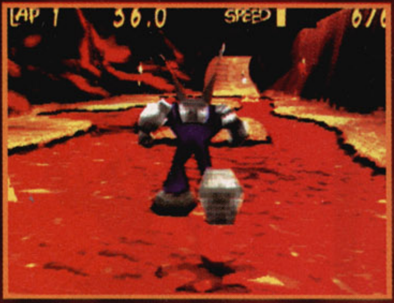
HANDS-ON

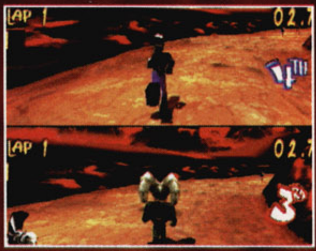
PlayStation

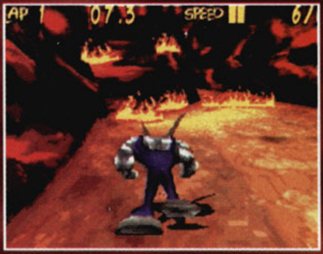
Running Wild (previously titled Freakin' Fast) pits animals against each other in good old-fashioned foot races (or hoof races, depending on the animal). This frantically paced game sports six fantasy courses, from the Arctic to the desert, loaded with power-ups, shortcuts, obstacles, and secret routes. Running Wild also features four play options and six speedy animals to choose from, each with their own strengths and weaknesses in the areas of jumping, agility, and turning. If you're looking for a fast racing game with a twist of pure animal athleticism, then Running Wild could be the game for you. This weird but already amusing racer might just have enough juice to rock your world wild.—*Johnny Ballgame*

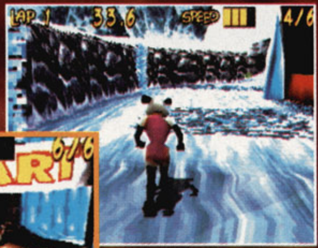

LAP 1
18.3
SPEED
5/6

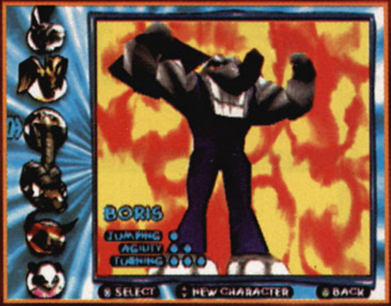

LAP 3
16.1
SPEED
3/6
LAP 2 29.9

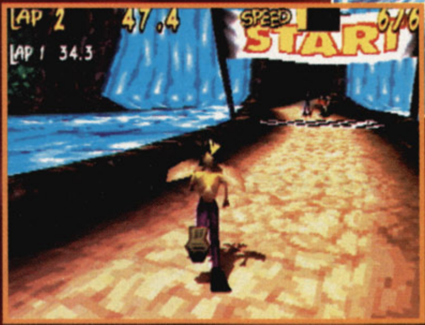

LAP 1
36.0
SPEED
6/6


LAP 1
02.7
LAP 1
02.7


LAP 1
07.3
SPEED
6/

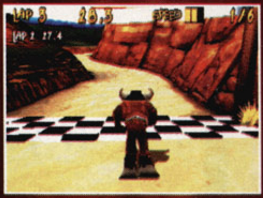

LAP 1
33.6
SPEED
4/6


BORIS
JUMPING
AGILITY
TURNING
SELECT
NEW CHARACTER
BACK


LAP 2
47.4
SPEED
6/6
LAP 1 34.3
START

Developed by Blue Shift
Published by
Universal Interactive
Available April

80% COMPLETE

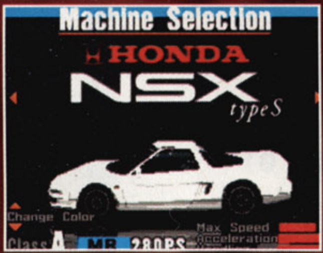

LAP 3
28.3
SPEED
1/6
LAP 2 27.4

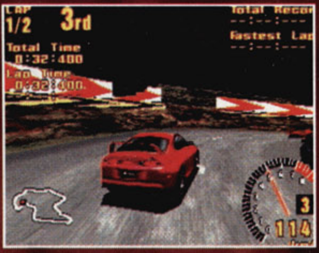
Gran Turismo

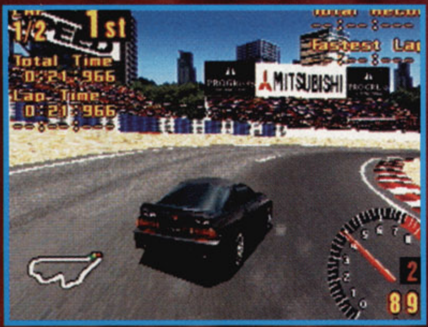
OVERSEAS

PlayStation

Sony's revving its engines overseas with Gran Turismo, an extremely cool racing game headed to the U.S., hopefully gassed with all the features and licenses that made it such a huge hit in Japan. The overseas version we played had a crazy amount of big-time car brands, from Honda and Nissan to Mazda and Mitsubishi, along with various scenarios like Arcade, Two-Player Battle, and, of course, Gran Turismo. Other features include time trials, 10-plus tracks, and the ability to buy and sell cars as you earn money from races. We don't know if any features will be changed in the translation, but when Gran Turismo finally speeds into the States, it has the potential to be one of the year's top racing games.—*J. Boogie*

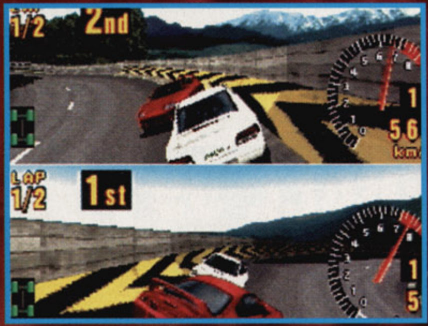

Machine Selection
HONDA
NSX
type S
Change Color
Max Speed
Acceleration

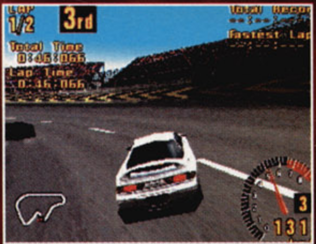

LAP 1/2
3rd
Total Time
0:32:400
Total Record
Fastest Lap
3
114

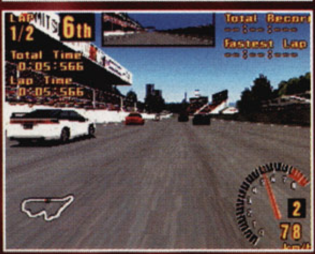

1/2
1st
Total Time
0:21:966
Lap Time
0:21:966
Fastest Lap
MITSUBISHI
2
89

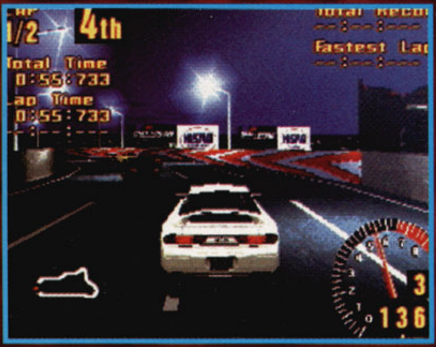
Developed and published by Sony
Available now in Japan

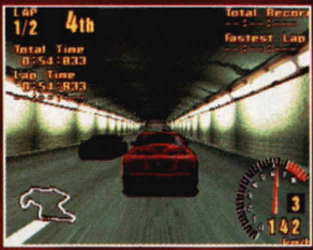
100% COMPLETE


1/2
2nd
1
56
LAP 1/2
1st
1
5


LAP 1/2
3rd
Total Time
0:16:066
Lap Time
0:16:066
Total Record
Fastest Lap
3
131


LAP 1/2
6th
Total Time
0:05:566
Lap Time
0:05:566
Total Record
Fastest Lap
2
78


LAP 1/2
4th
Total Time
0:55:733
Lap Time
0:55:733
Total Record
Fastest Lap
3
136


LAP 1/2
4th
Total Time
0:54:833
Lap Time
0:54:833
Total Record
Fastest Lap
3
142

"FALSE"

The ball was dead the second it hit the umpire. If you answered correctly then you obviously know your baseball and are exactly the kind of fan we made VR BASEBALL™'99 for. If you answered incorrectly, don't worry, there are still plenty of games with pretty lights and neat sounds for rookies who are just starting to learn about baseball.

CHECK OUT THE DEMO
AT WWW.VRSPORTS.COM

VR BASEBALL™ 99

Actual screen shot.

VR Baseball™ 99. It's a smarter, more accurate baseball game created specifically for baseball enthusiasts like yourself. People who appreciate an AI smart enough to know that Kenny Lofton should score from 2nd on a gapper to the wall and that a pitcher should walk Mark McGwire with a base open and the game on the line. This isn't just another baseball game. This is baseball.

Detailed Player Animations and Motions for Collision

When Darin Erstad breaks up a double play and slides into second, you see the shortstop get knocked on his butt.

Quick-key Short Cuts

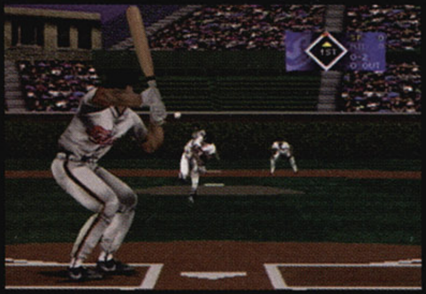
We've quickened the pace of baseball by adding a variety of quick-keys, short cuts, and an innovative menuless pitching interface. Pitch to nearly an infinite number of locations instantly or throw a Greg Maddux fastball without tipping your hand to your opponent.

True Attitude

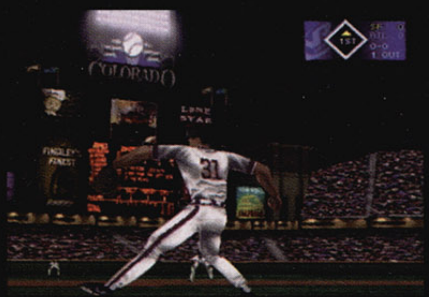
From shattered bats to ball players diving to catch hard liners and talking smack on the field. It's all in here.

This is it. The baseball game for baseball purists. So, again, congratulations on passing our test. And now, to reward yourself, head over to your local video game store and pick up a copy of VR Baseball™ 99. Play what you've been missing.

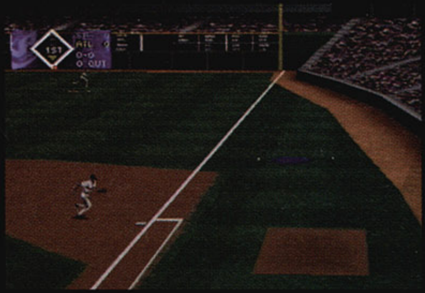
Available April 1998.



Smarter AI really understands baseball. Cecil Fielder doesn't bunt, pitchers are pulled when they get shelled, and fielders are strategically shifted.



A "smart camera" always selects the best angle for gameplay in real time. You'll see the players, even the outfielders, up close and in full detail as you make the play. So now when players like Derek Jeter stab a line drive, you'll be right on top of the action.



Fielding Practice and Homerun Challenge™ – two bonus arcade style games. See what it's like to make a diving catch through the eyes of Jim Edmonds, or challenge guys like Tino Martinez and get your name up on the leader board in the Homerun Challenge™.

www.vrsports.com

www.bigleaguers.com

Designed for Microsoft® Windows®95

PlayStation

KIDS TO ADULTS K-A AGES 6+

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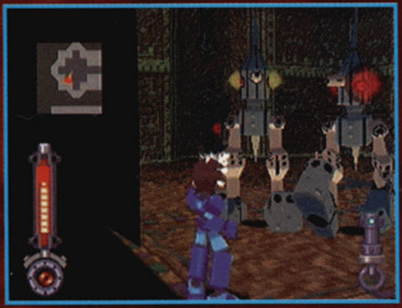
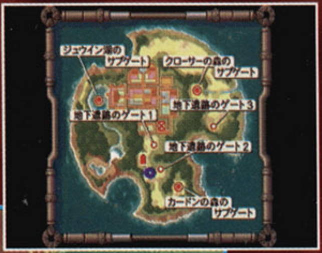
Mega Man Nova

HANDS-ON

PlayStation



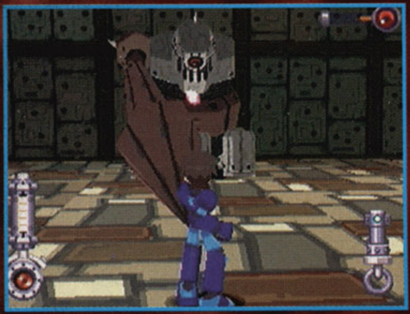


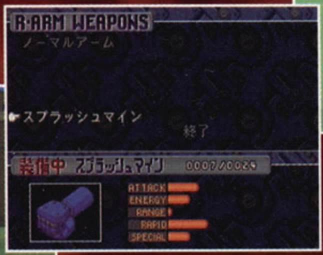
Like Gex, Mega Man is making the jump from 2D to 3D with considerable ease. Mega Man Nova (previously called Mega Man Neo) is the current working title of Mega Man's latest outing, but this time around he's breaking new ground with a separate Mega Man story and a different character than those in the Mega Man and Mega Man X titles.

Nova is a cross between Tomb Raider and Mega Man X with some RPG elements thrown in. You'll explore gigantic areas, talk to various characters, solve puzzles, maintain an inventory of items and weapons, and battle enemies.

Mega Man can run, jump, attack, climb, and view his surroundings via a 3D look option. The controls in this preview version, however, required some practice to master. Worse yet, the option to use the analog stick (which served the game so well in its earlier versions) may not be in the final. We'll find out in May if MM Nova is a universal hit.
—*Major Mike*

「ぼくの名前は、データだよ
・・って、
ロックとは長いつきあいだけどね





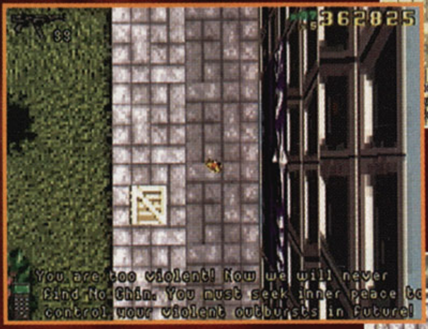
R·ARM WEAPONS
ノーマルアーム
☛スプラッシュマイン
終了
装備中 スプラッシュマイン 0007/0025
ATTACK
ENERGY
RANGE
RAPID
SPECIAL

Developed and published by Capcom
Available May
90% COMPLETE

Grand Theft Auto

FIRST LOOK

PlayStation



You are too violent! Now we will never find Ho Chin. You must seek inner peace to control your violent outbursts in future!

e new police chief wants a bigger cut.
ubby wants him dead. Use the truck in
outh Nixon Island.

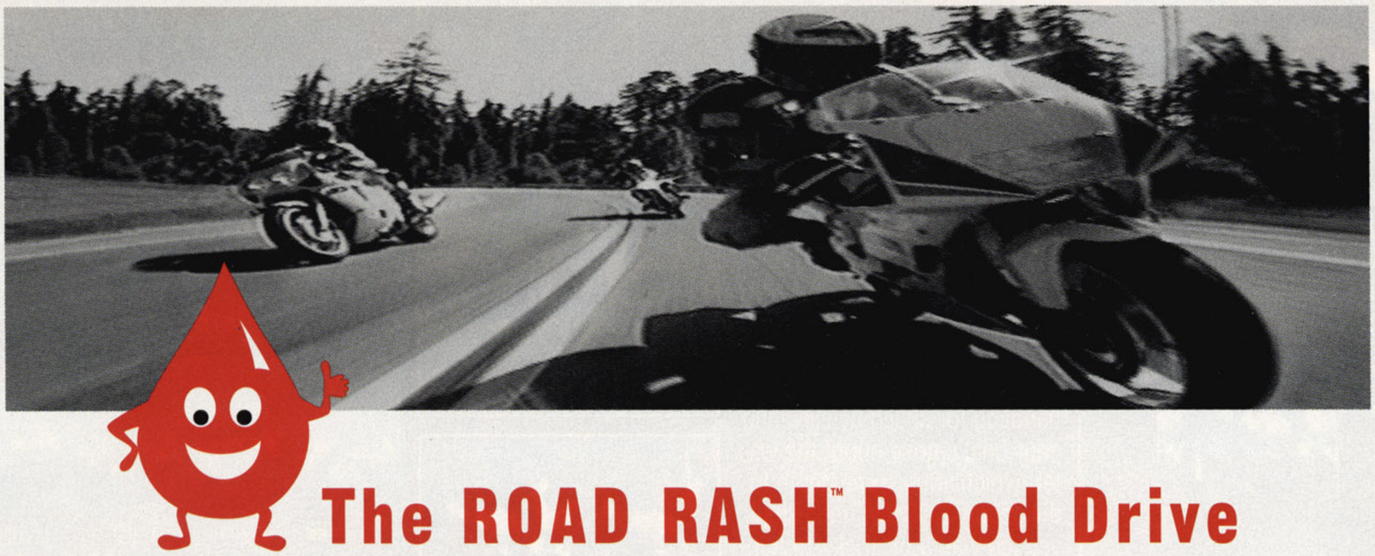
A taxi's parked in front of a strip club in North West Park. Fetch.

ephew Ho Chin has raised a
ble in Rye Valley. They bring
r Family

I have a task requiring much discretion.

As a carjacker trying to rise in rank within the Mafia, your role in Grand Theft Auto involves more than just theft. In order to gain notoriety from the "bosses," you must perform specific tasks, such as making hits on your enemies or collecting protection money from restaurants. At your disposal are 30 vehicles to carjack, plus a slew of weapons, ranging from a machine gun to a flamethrower. With over 200 missions taking place in three gigantic cities, will Grand Theft Auto be one of America's Most Wanted or will it be a victim of foul play? More on this Micro Machines-with-a-twist game soon.—*Four-Eyed Dragon*

Developed by DMA Design
Published by ASC Games
Available April
70% COMPLETE



The ROAD RASH™ Blood Drive

"LIVE TO RIDE RIDE TO GIVE"

"The average person has 12 pints of blood. We'll take it!"

—Peter Plasma

Diedre
Hannibal
0:00

HOW IT WORKS →

Use weapons or oncoming traffic to slow fellow racers. And fill our awaiting tanks.

CPDA-1 WHOLE BLOOD
VOLUNTEER DONOR

ROAD RASH™ 3D

It's a whole new breed of Road Rash. Four gangs fight you to the finish in a perilous 3-D world. And the thrashin' beat of an Atlantic Records™ soundtrack keeps your pulse from stopping. Hopefully.

www.roadrash.com ELECTRONIC ARTS™

TEEN AGES 13+ CONTENT RATED BY ESRB

PlayStation

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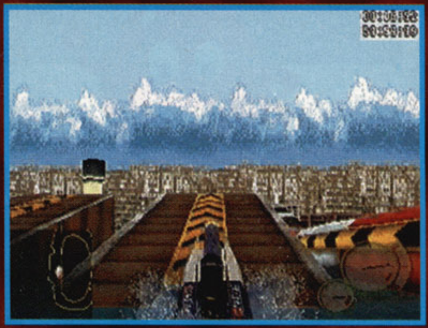
Powerboat Racing

PlayStation



The PlayStation's never had an answer to the N64's phenomenal Wave Race 64, but Powerboat Racing might come close. This slick racer drops you behind the controls of one of 16 speedboats for rowdy, arcade-style action along 9 fantasy tracks laden with wild jumps and multiple pathways. The game delivers realistic water physics, so turbulence and other boats' wakes affect your handling. You can also sacrifice handling for speed by elevating your boat's nose out of the water, which adds some depth to the action. Still, this unfinished version was a bit tricky to handle, but VR Sports plans to clean up that and the game's draw-in problems, which are worse in the two-player split-screen mode, before its release. With the right tuning, Powerboat Racing might just rock the water this spring.—*Air Hendrix*

Developed by Promethean Designs
Published by VR Sports
Available March
80% COMPLETE

Crime Killer

PlayStation

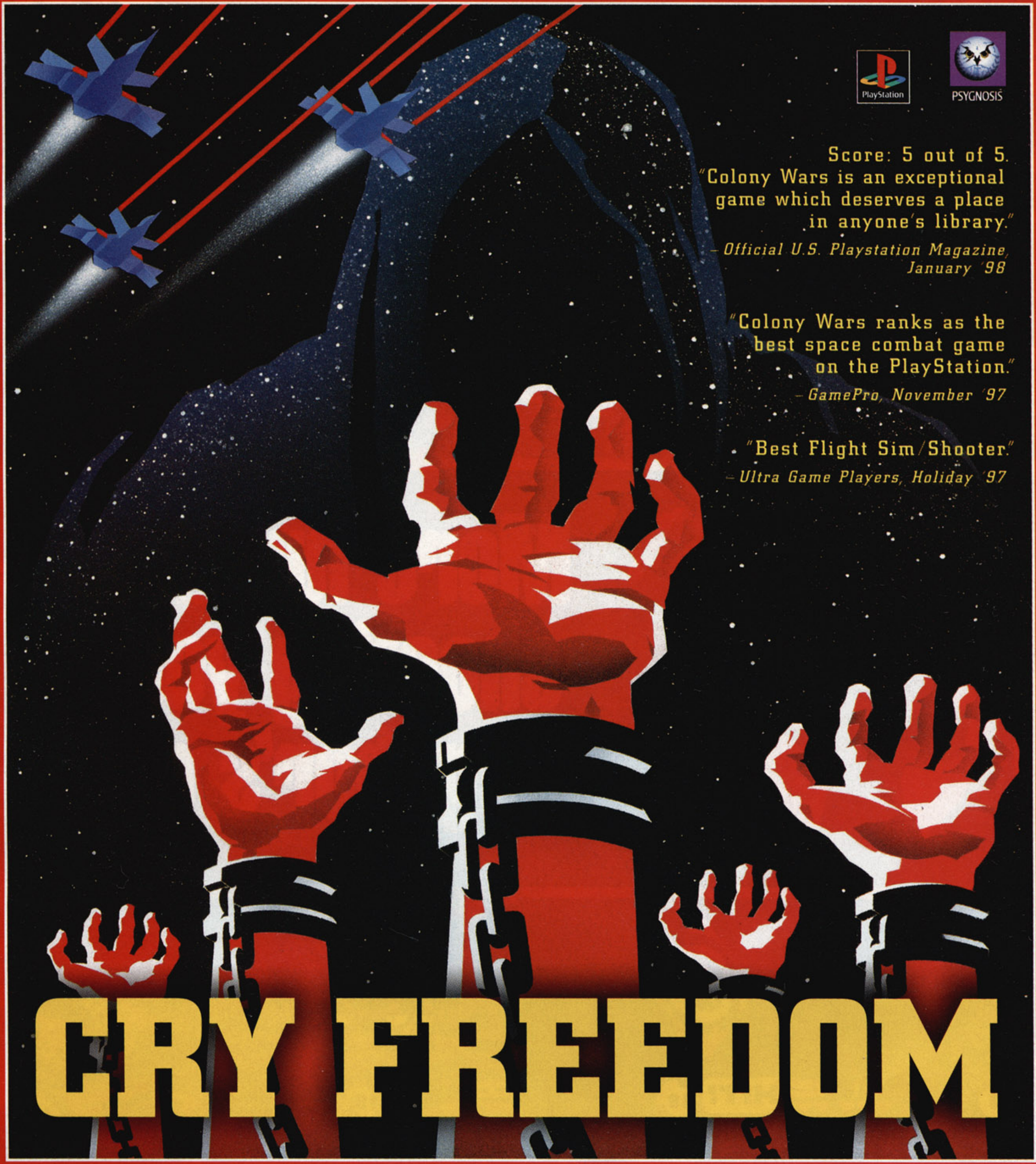
Joyrider Ahead

Start
Finish

MISSION FAILED

Bad boys of the future, what you gonna do when Crime Killer comes for you? Well, you surely won't run away because, according to Interplay, Killer's three futuristic cop vehicles—the car, the bike, and the airborne wing—will clock in at a blistering 60 frames per second. The preview version of this intense vehicle-combat game surely felt that fast, too! Killer's mean crime-fighting machines whip in, out, and around the streets of a futuristic city, blasting gangsta cars through 10 levels. However, the blazing game speed of the prelim sometimes overwhelmed the controls, causing police vehicles to blast past the A.I.-controlled bad guys or crash into buildings and civilian cars. Just the same, if the controls can be tweaked to tame Killer's vehement velocity, it has the potential to shape up into a fast and fun high-tech crime spree.—*Atomic Dawg*

Developed by Pixelogic Ltd.
Published by Interplay
Available June
60% COMPLETE



Score: 5 out of 5.
"Colony Wars is an exceptional game which deserves a place in anyone's library."
– Official U.S. Playstation Magazine, January '98

"Colony Wars ranks as the best space combat game on the PlayStation."
– GamePro, November '97

"Best Flight Sim/Shooter."
– Ultra Game Players, Holiday '97

COLONY WARS

Blast the chains of slavery straight to Hell. Join the rebellion and fly the hottest ships in the stars. You'll master six unique craft in your quest, each with different flight characteristics and weaponry. You'll fly more than 70 unique missions, success or failure determining a destiny that lies along one of five different paths. The cost of freedom is high. Are you willing to pay it?

EPIC SPACE CONFLICT

PlayStation
COLONY WARS

Visit www.colonywars.com for a chance to win a trip to Space Camp.

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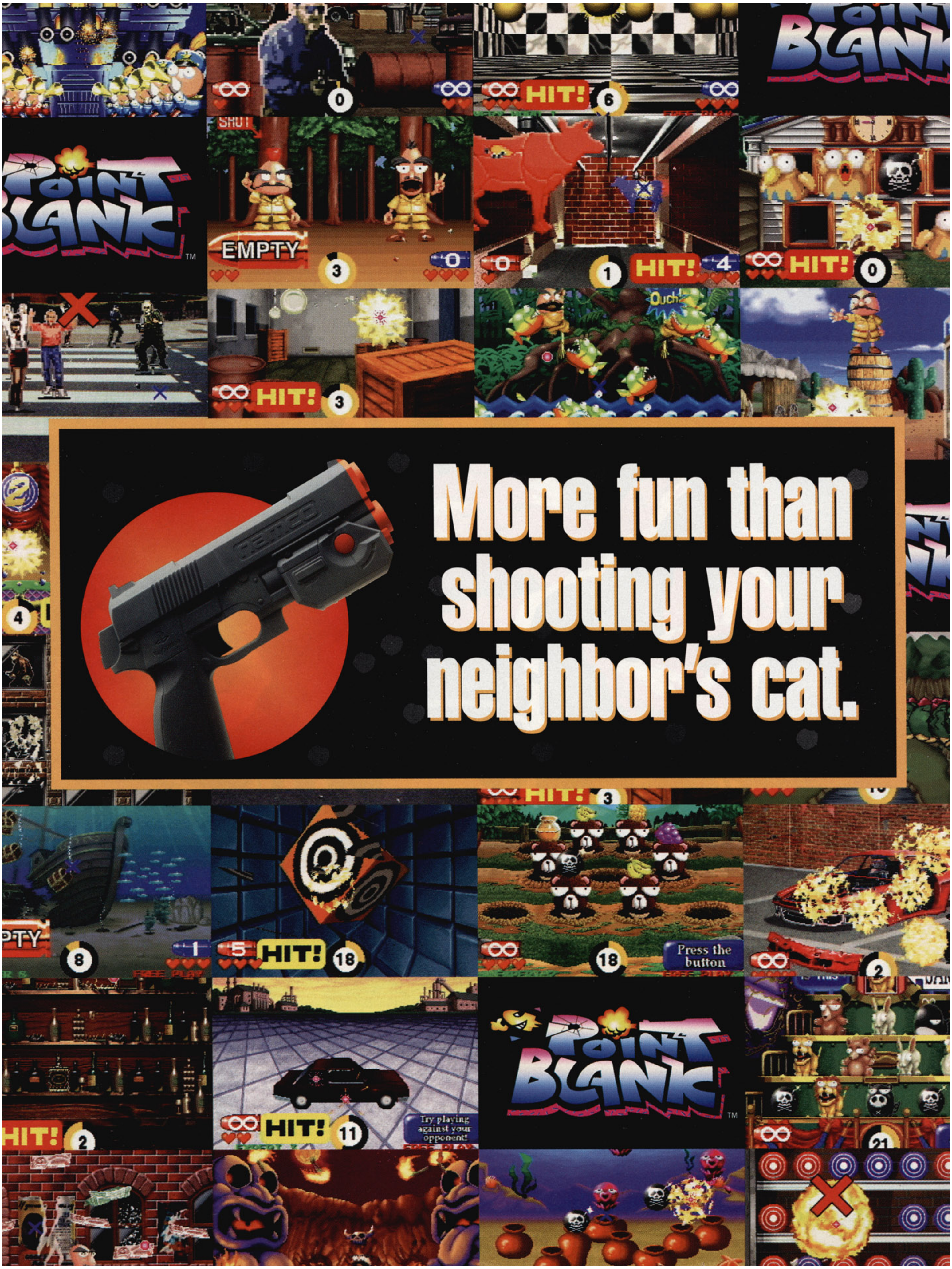
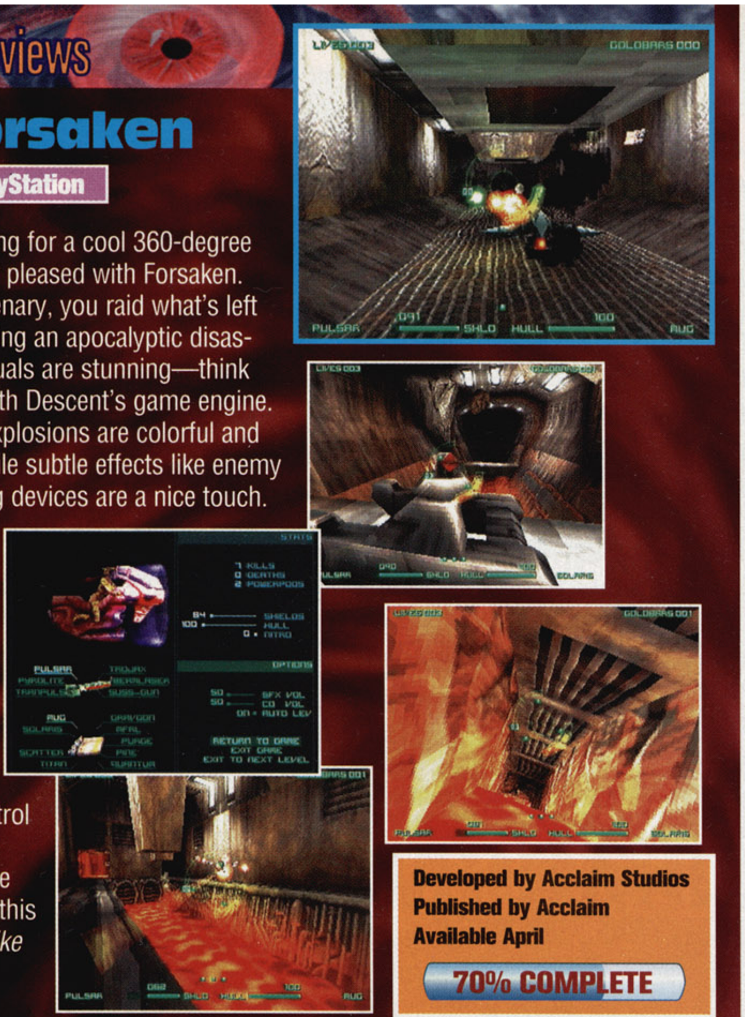

POINT BLANK™
More fun than shooting your neighbor's cat.
NAMCO
HIT!
EMPTY
Ouch!
Press the button
Try playing against your opponent!
FREE PLAY



HANDS-ON

Forsaken

PlayStation

Shooter fans looking for a cool 360-degree trip should be very pleased with Forsaken. Playing as a mercenary, you raid what's left of the Earth following an apocalyptic disaster. Forsaken's visuals are stunning—think Shadow Master with Descent's game engine. The lighting and explosions are colorful and distortion-free, while subtle effects like enemy ships with cloaking devices are a nice touch. However, moving through the beautiful environments is tough: Your ship slides too much, and the multi-function controls take patience to master. Hopefully, control concerns won't be Forsaken before the game hits shelves this spring.—*Major Mike*

Developed by Acclaim Studios
Published by Acclaim
Available April

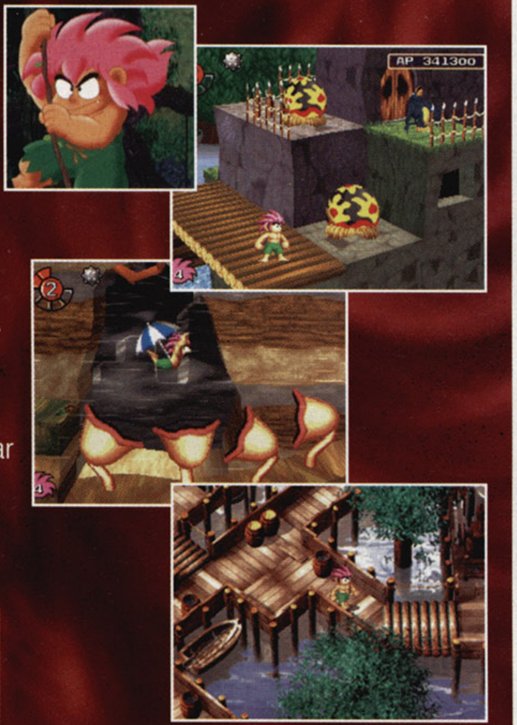
70% COMPLETE

FIRST LOOK

Tomba

PlayStation

Joining the 2D action/platform ranks is Sony's Tomba. Instead of relying solely on twitch-gaming skills, however, Tomba incorporates RPG elements. You'll collect and maintain an inventory of weapons and other items, and converse with various characters throughout your journey. Tomba is set in a fairy-tale land where you play a warrior trying to retrieve an artifact stolen by some evil pigs. Working in concert with the plot is a nonlinear gameplay scheme with several areas to explore. Info on the game is scant at this time; but we'll have more on Tomba in an upcoming issue.—*Major Mike*



Developed by Whoopee Camp
Published by Sony
Available Second Quarter '98

40% COMPLETE

POINT BLANK™

by

namco®

get trigger happy

Bang! Meow! Bang! Meow! Come on already. It's time you moved up the food chain and take aim at something that sounds better when it explodes. And you can when you grab your gun, included free with Point Blank, the newest arcade shooting sensation from Namco that'll have you firing till your fingers fall off. Get trigger happy at your next party with over 70 loony shooting scenarios as everything from piranhas and vultures to chickens and octopi fall to the wayside. Look, the directions are easy: if it's bigger than a pixel, shoot it.

Great Party Game!
Up to Eight Players!

GunCon
GUNCON FOR USE WITH SOFTWARE THAT DISPLAYS THE GUNCON ICON.

PlayStation™

TEEN T AGES 13+ CONTENT RATED BY ESRB

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www.namco.com

PC GAMEPRO

PC GamePro REVIEW

PC GAMES Win 95, DOS

By Blade

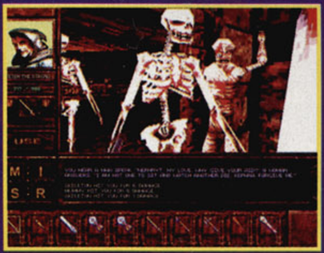
Descend to the depths of Waterdeep, young adventurer, for there are denizens to defeat, dungeons to delight in, and dudes to, er, kill, in Descent to Undermountain. That's if you ever make it to the dungeon—a healthy dose of PC savvy is likely to be required before you get your duds dirty.

DESCENT DOES D&D

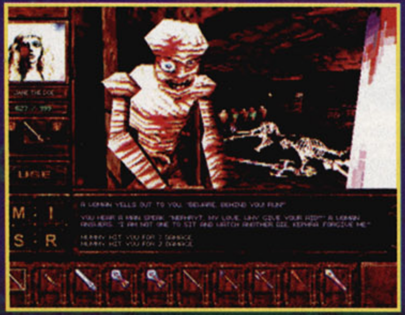
Utilizing the engine that powered 1995's immensely fun shooter Descent, DTU looks like it belongs back in 1995. While the code has been tweaked to deal with the intricacies of a complex role-playing story line, DTU still reflects its age. D&D devotees will find the character stats and setting in the Forgotten Realms city of Waterdeep very familiar; as with any other D&D game, the classes, races alignments, and six stats must be generated before you take on the challenges of the Undermountain dungeon all by your lonesome.

DESCENT TO UNDERMOUNTAIN

That's assuming that you can get the game working, since it recalls the bad old days of DOS configurations far too clearly. Several hours of tweaking, twisting, downloading, installing, and fiddling with a range of DOS drivers for a state-of-the-art Win95 machine did not make for good spirits. Plug-and-play this ain't.



PROTIP: Add spells to your inventory at the bottom of the screen to get to them quickly.



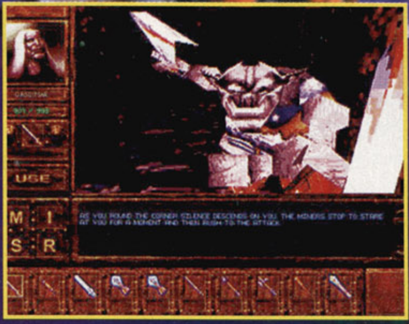
PROTIP: Watch the text descriptions carefully for clues as to where the danger lurks.

SQUISH BUGS

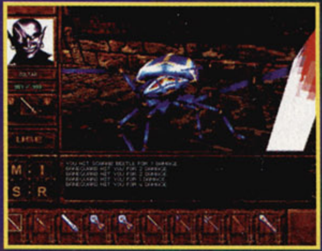
Graphically, DTU looks pretty nasty, with pixelated characters and an appropriately dark, dank dungeon, complete with flickering torches. But for all the good atmospheric intentions, it's still rough; again, it all looks a few years old. This problem is exacerbated by the bugs. Monster corpses twitch unnervingly on the ground (are they going to get up again?), disappear, reappear, and even fall into solid walls. A few of the many bug issues are fixed with the v1.1 patch currently available, but it's far from a cure-all.

OLD AS THE HILLS

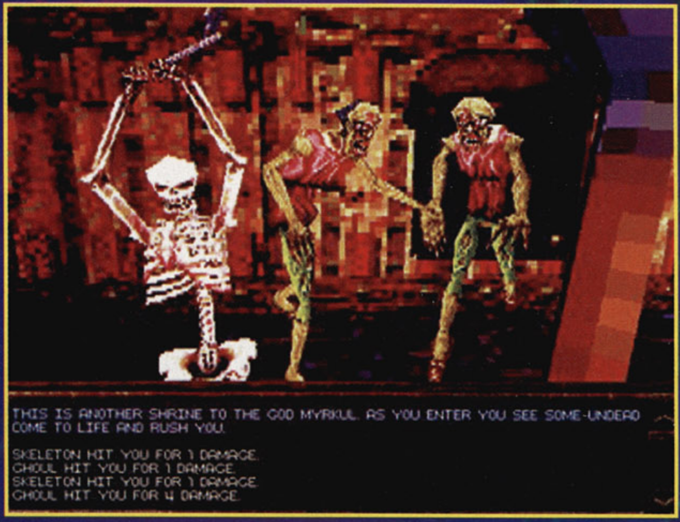
Despite a somewhat linear story line, it's clear that care was taken with the game's entertaining level designs and cunning puzzles. Character interaction with NPCs is not as engaging as it could be, and you can't escape the feeling that, despite this game's two-year delay, Descent to Undermountain still isn't finished. **G**



PROTIP: Since you can't reconfigure the keys or invert the mouse movement, you should practice with the controls before fighting anything.



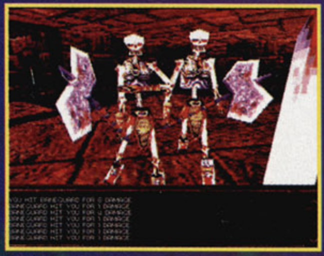
PROTIP: When fighting small creatures, look down to have a better chance of hitting them.



THIS IS ANOTHER SHRINE TO THE GOD MYRKUL. AS YOU ENTER YOU SEE SOME-UNDEAD COME TO LIFE AND RUSH YOU.

SKELETON HIT YOU FOR 1 DAMAGE.
GHOUL HIT YOU FOR 1 DAMAGE.
SKELETON HIT YOU FOR 1 DAMAGE.
GHOUL HIT YOU FOR 4 DAMAGE.

PROTIP: Remember that clerics can Turn undead. Hit the T key.



PROTIP: With more than one enemy, run toward them to strike, then retreat as they retaliate.

Descent to Undermountain by Interplay

Graphics	Sound	Control	Fun Factor
2.5	4.0	3.0	3.0

$39.95
Available now
Role-playing
1 player

First-person view
Challenge: Intermediate
Replay value: Medium
ESRB rating: Teen

Minimum System Specifications

- DOS 6.2 or higher
- Pentium 90
- 32 MB of RAM
- 50 MB on hard drive
- SVGA graphics
- SoundBlaster-compatible sound card
- Quad-speed CD-ROM drive

My thing is speed.
8 THRUST jets, 4 rudder jets-
My stone goes like a scalded cat.
I move in QUICK strike fast and BLOW before they know what hit 'em.
ALL their FIREPOWER doesn't mean jack if they can't hit me.

Heavy FIREPOWER is for SUCKERS with small JOHNsons.
All I need are 3 solar collectors and MAXIMUM SHIELD WALLS
Oh yeah, and about a dozen RAMMING spikes.
When my fortress ROCKS your world, you'll know it.

Firepower, FIREPOWER and MORE firepower.
This isn't a BRIDAL SHOWER, it's war.
I'll take my chances with 4 doom bolt guns,
2 dragstone LAUNCHERS and 3 SHOCKwave cannons.
TRUST me.
You don't want any of what I got for you.

what kind of fortress will you build

part STRATEGY. part FEAR

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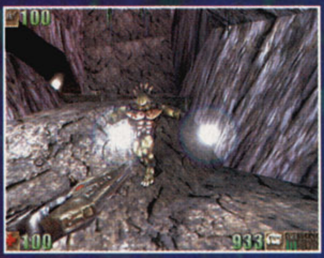
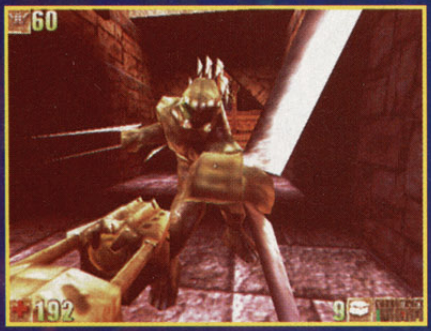
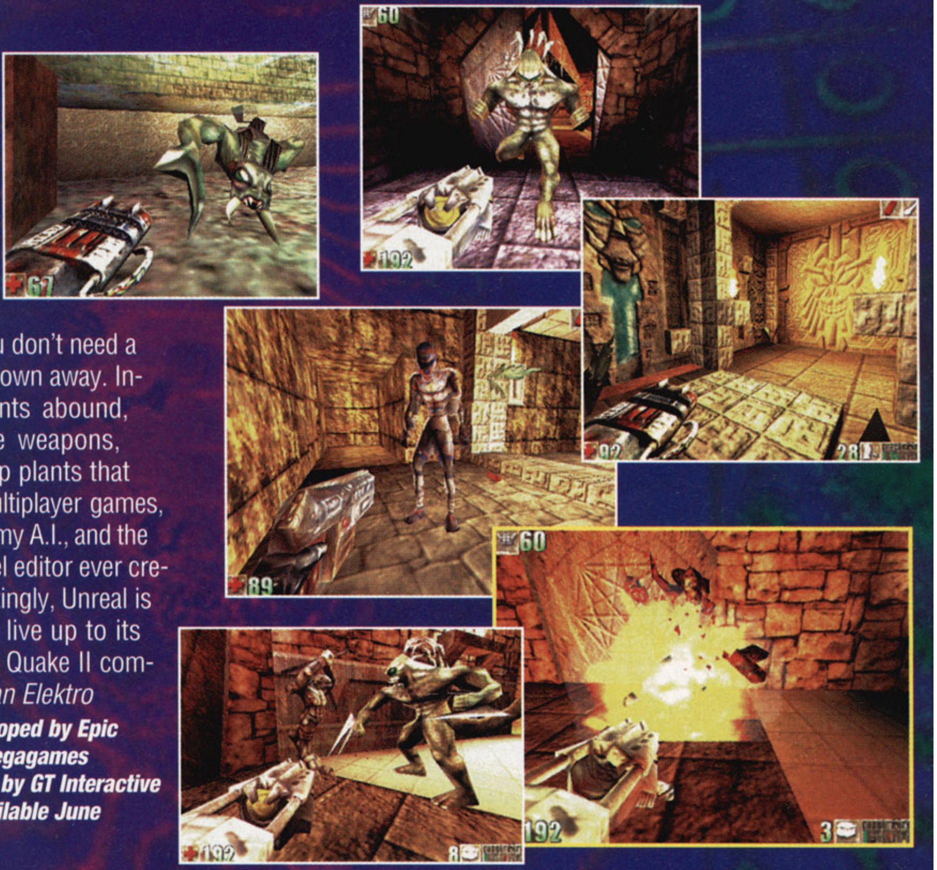
Unreal

Win 95

The hype is still building over GT and Epic's Quake killer, Unreal—and for good reason. A recent demonstration of the pre-alpha game in action was nothing short of stunning. Killer visual effects, like colored lighting and transparency, reside in the software, so you don't need a 3D card to be blown away. Innovative elements abound, like upgradable weapons, health power-up plants that grow during multiplayer games, exceptional enemy A.I., and the easiest level editor ever created. Amazingly, Unreal is starting to live up to its name. Can Quake II compete?—*Dan Elektro*

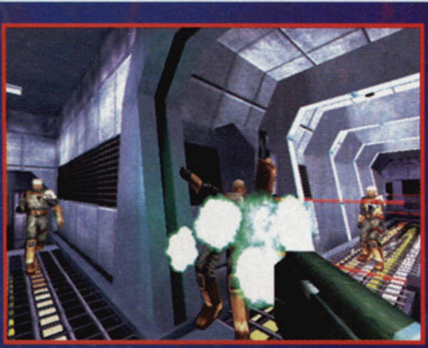
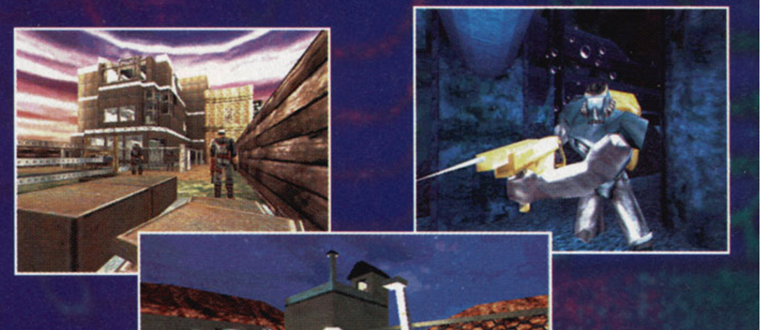
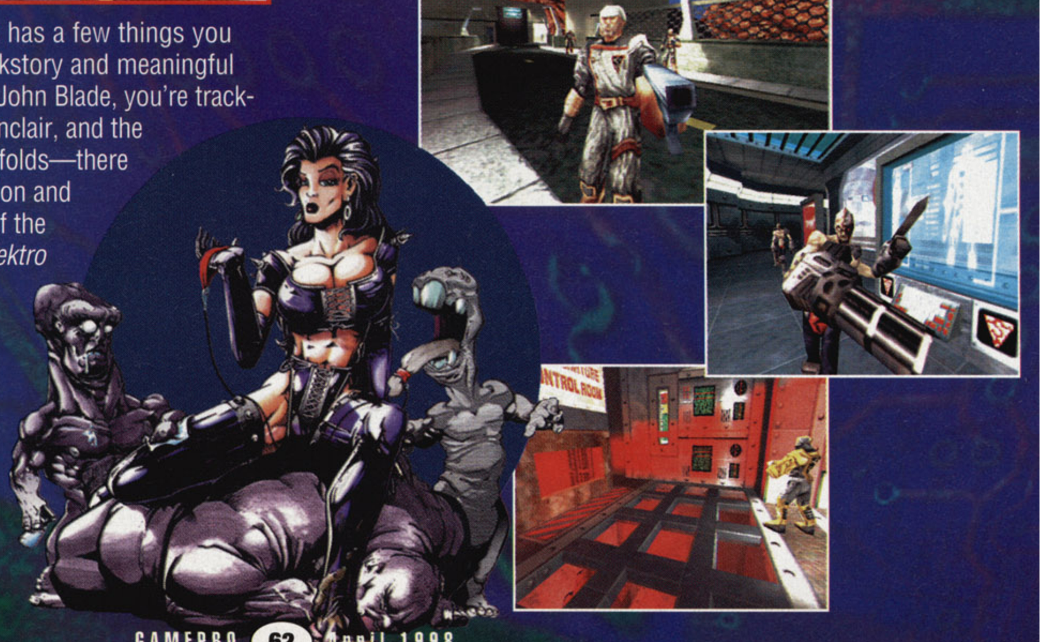




Developed by Epic Megagames
Published by GT Interactive
Available June

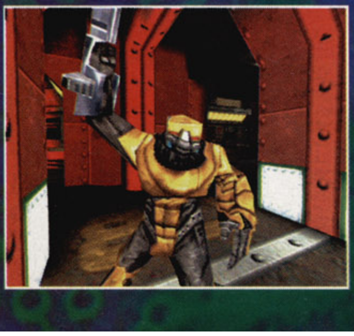
Sin

Win 95

Sin has everything you'd want in a first-person shooter: seriously hot-rodded Quake technology under the hood, nasty weapons, and 3D accelerated graphics to make you drool. But it also has a few things you wouldn't expect, like a logical, deep backstory and meaningful character interaction. As security expert John Blade, you're tracking the evil biogenetic doings of Elixis Sinclair, and the actions you take affect how the game unfolds—there are various ways to complete each mission and exit each level. Sin looks to deliver one of the richest shooter experiences yet.—*Dan Elektro*

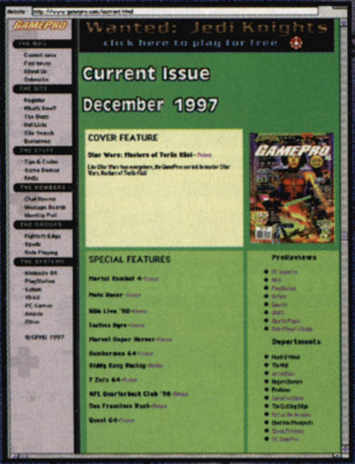
Developed by Ritual Entertainment
Published by Activision
Available March



GamePro Online Takes On A New Look!

Scary_larry leaves.
Scary_larry enters.
Scary_larry says, "HELLO?"
Jared enters.
Scary_larry leaves.
Jared says, "Hi"
Jared says, "uhhh bye maybe?"
Jared leaves.
You tell Acidburn, "F 0 back at the keyboard"

Smile
Grin
Nod
Bow
Shake
Smirk
Acidburn F
Shockwave
Scary_larr
Jared M 0
Acidburn F 0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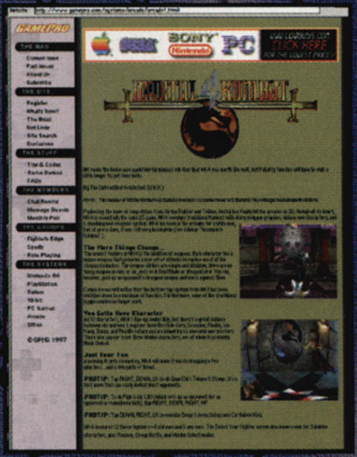
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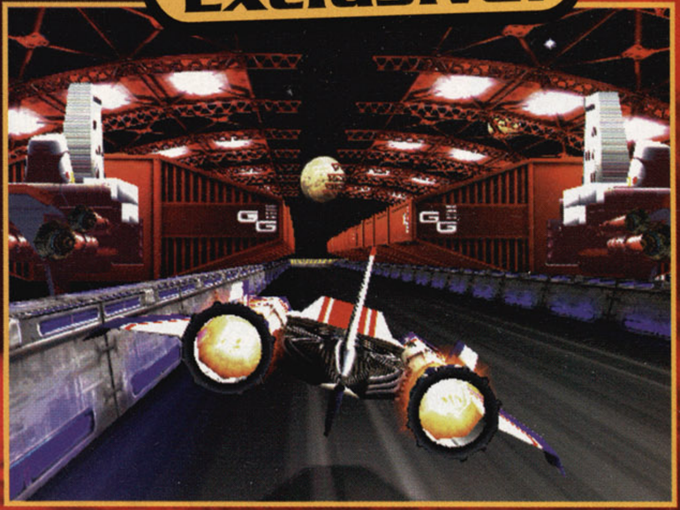
GamePro Exclusive!

HYPERDRIVE

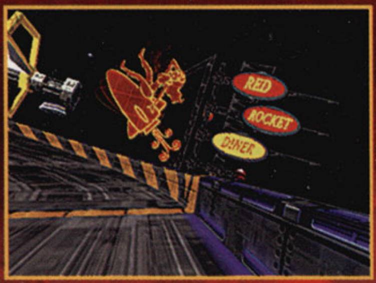
Midway's latest racing game is out of this world. Hyperdrive's stellar visuals and unique controls could propel it to the top of the arcade charts.

By Major Mike



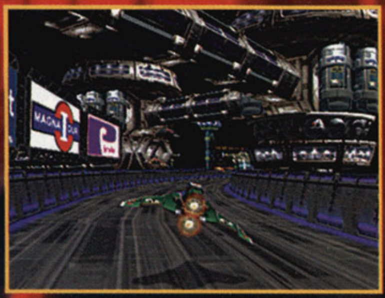
Wipeout meets Seattle arcade hardware in Hyperdrive, Midway's new anti-gravity racing game. And, yes, this is an actual gameplay screen, not a rendered screen shot!

Visually Stunning



The most impressive thing about Hyperdrive (so far) is its graphics, which rival those of Sega Super GT. Silky smooth and pixel-free, the visuals hold up beautifully—even while you're blazing around the tracks at breakneck speeds. The courses sport cool details like a moving neon sign of a woman riding a rocket and transport ships that pass between docking bays. We'll find out this spring when Hyperdrive blasts into arcades if it has the power to rocket past the competition.

Around in Space



Hyperdrive has three tracks that range from easy to hard, and three ships that differ in terms of speed and handling. There are also plenty of secrets, including hidden ships and other goodies, and the courses are loaded with shortcuts.

In Control

Hyperdrive not only features horizontal steering, but the wheel tilts up and down for vertical movement as well. This unique control method enables you to pass above, below, and on the outside of other racers. For added effect, the wheel shakes and rumbles while you race.

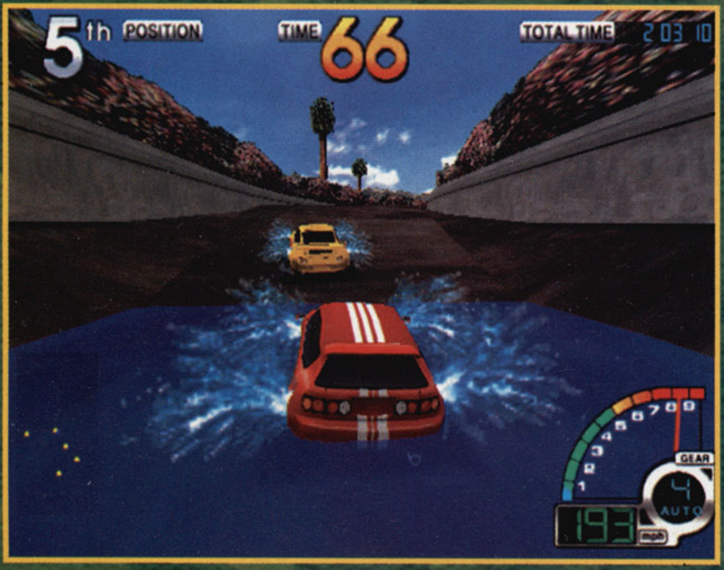
Developed and published by Midway
Available April

60% COMPLETE

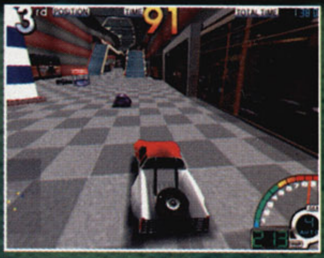
California SPEED

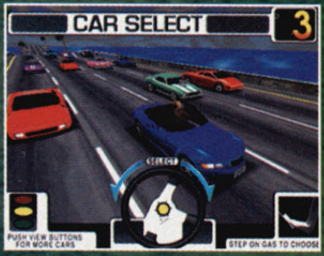
Speed your way to victory in Atari's fastest racer ever!

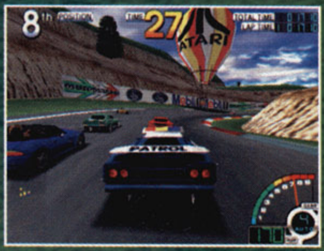
By Johnny Ballgame


5th POSITION
TIME 66
TOTAL TIME 2 03 10
GEAR
4
AUTO
193
mph

California Speed blazes into arcades, exciting racing fans with a fast and unique driving experience that's fun to play and easy to learn.

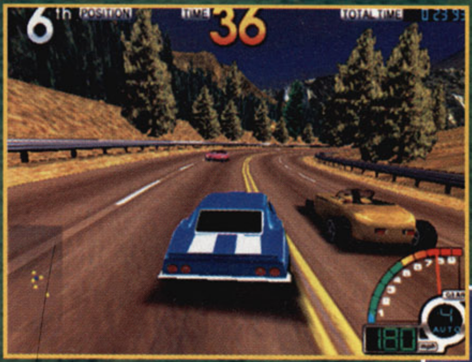

3rd POSITION
TIME 91
TOTAL TIME

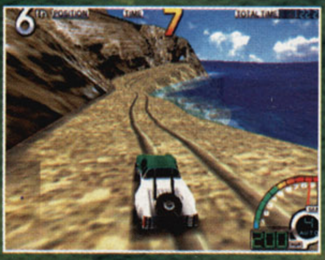

CAR SELECT
3
SELECT
PUSH VIEW BUTTONS FOR MORE CARS
STEP ON GAS TO CHOOSE

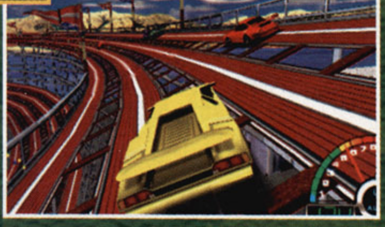

8th POSITION
TIME 27
TOTAL TIME
LAP TIME
ATARI
PATROL

California Love

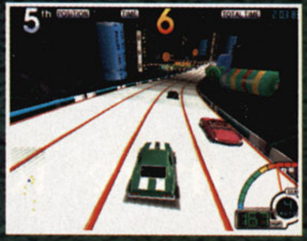
California Speed scorches the screen with an awesome blend of great graphics, bumpin' sound, and fantastic features. In total, the 14 tracks contain over 30 minutes of unique gameplay and 14 flavorful song selections. As an added bonus, if you play through the Do the State mode, you're rewarded with sexy pictures of babes in bikinis. The arcade unit is powered by 3Dfx's Voodoo Graphics, and up to four machines can be linked together for outrageous four-player showdowns. If you're looking for a fast racer to get your adrenaline pumping, head to California. Why? It's the speed.


6th POSITION
TIME 36
TOTAL TIME
4
AUTO
180

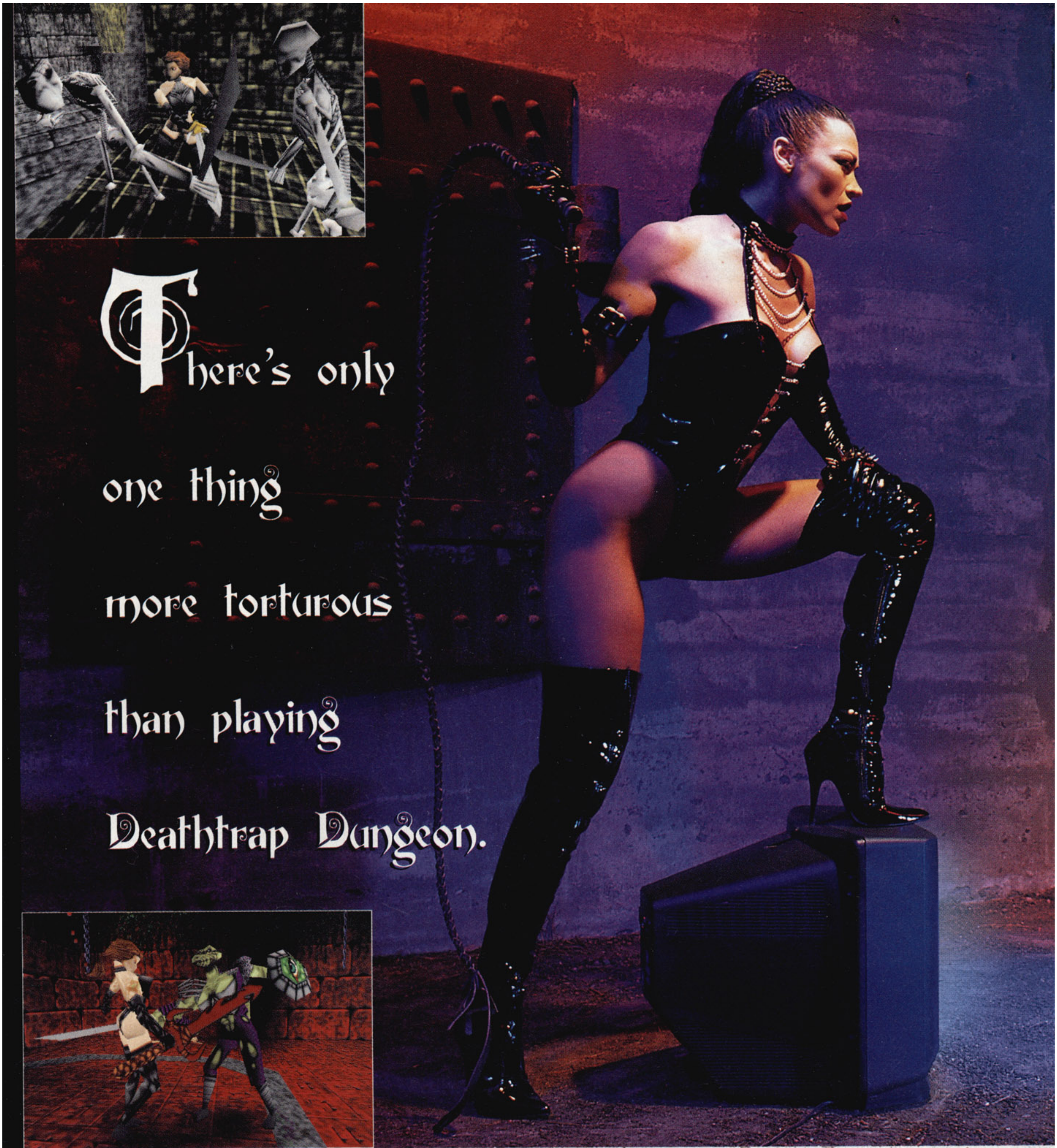

6th POSITION
TIME 7
TOTAL TIME
200



Speed Kills


5th POSITION
TIME 6
TOTAL TIME

The newest racer from Atari Games bursts into arcades with fast speeds, cool cars, and some of the trippiest tracks you've ever seen. Drivers ride to glory in 12 unique vehicles, from a speedster to a golf cart, while traveling at bullet-like speeds along 14 fierce tracks. Courses range from a rockin' roller coaster in Santa Cruz to a computer you cruise through in Silicon Valley. With its intense pace and clever courses, California Speed might just beat SF Rush to the top of the driving charts.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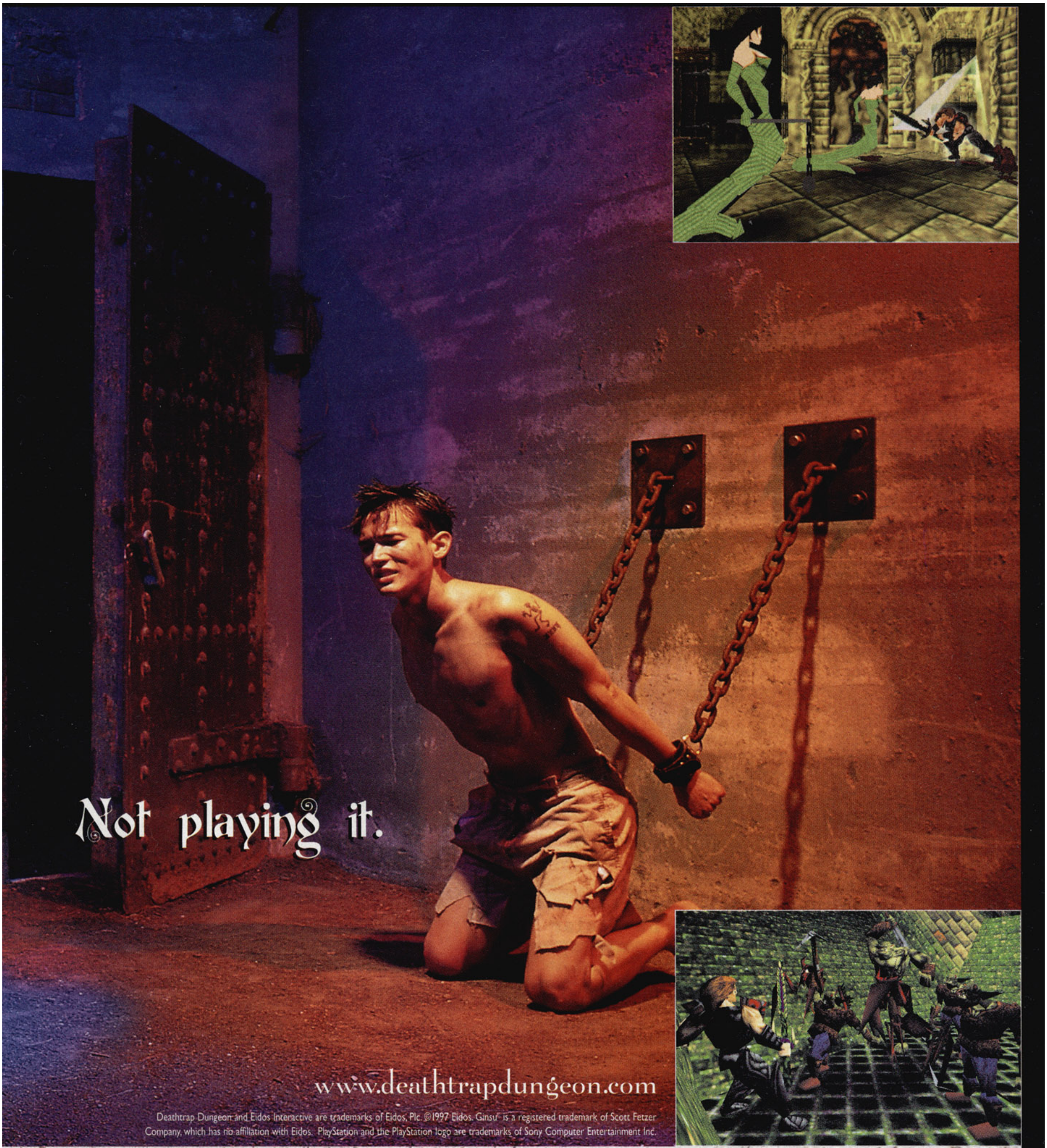
one thing
more torturous
than playing
Deathtrap Dungeon.

IAN LIVINGSTONE'S
DEATHTRAP
Dungeon

"Beat me. Whip me. Just don't hit that Quit button." Consider it your battle cry. Then bring on the skeletal warriors, zombies and countless other undead denizens. Each one is another chance to slice and dice like a Ginsu® knife gone bad. Or simply cast a spell


Not playing it.

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on the evil priestess who's done you wrong. Because in this cavernous maze of devious traps, it's all about cheating death at every turn, blurring that fine line between pleasure and pain. And just when you think you can't take it anymore, consider the alternative.

PC CD

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Replay? HI

MATURE M AGES 17+

Quake

(By Midway Home Entertainment)

By Scary Larry

Price not available

Corridor shooter

96 megs

2 players

Available now

QUAKE

Fans of corridor shooters will thrill to Quake's intricate levels, tons of hidden areas, gruesome enemies, and twitch-intensive action. Although this version contains all the original PC levels and some items within the levels have been moved around, there are no new levels nor any new weapons here.

Don't think this is just Doom with better lighting, though—Quake's original design and gloomy environments make Doom seem like *Romper Room*. The enemies are detailed and fully 3D without the flat, paper-thin effect of Doom's enemies, and the excellent rocket trails that light up the dimly lit corridors showcase the powerful Nintendo 64 graphics engine.

The sound and control also serve the game well. The creepy music will grab you like Death's cold hand, and the analog controller enables you to perform exact movements.

Quake's biggest fault isn't in any of its technical areas—it's simply too boring if you've already finished the PC version. If you haven't, then this is probably the best corridor shooter since GoldenEye 007. Quake rattles and rolls, and it's good fun if you're new to the game. G

Graphics 4.5

The smooth graphics look as clean as those in GL Quake (the 3Dfx PC version of Quake), scoring big with no pixelization and almost no breakup—even when you're nose-close to enemies. The multiplayer mode lags a bit, though.

Fun Factor 4.0

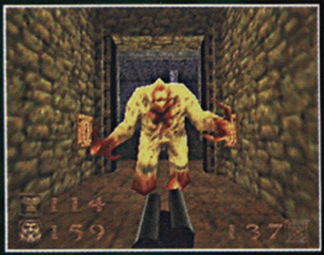
It's a great game, especially if you've never played Quake, but veteran gamers who're already through Quake II will find less to be thrilled about. If this were released a year ago, it would have found a bigger market, but almost two years after the PC version, this seems outdated.

Control 5.0

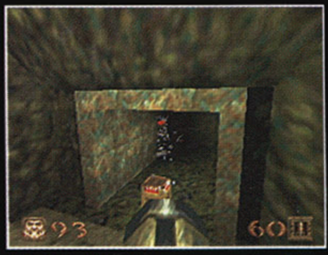
It takes a little practice to handle the analog controller, but in the long run it gives you a more intuitive feel for the game. Shooting up and down is finally easier than in the PC version.

Sound 5.0

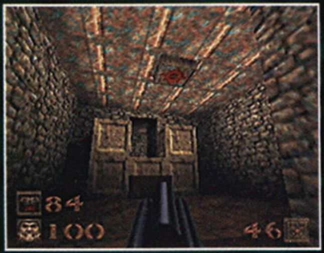
Almost a perfect translation from the PC, the rockin' Trent Reznor soundtrack is intact, though a little muffled. All the ghastly, demonic groaning and screams of pain come through crystal clear.



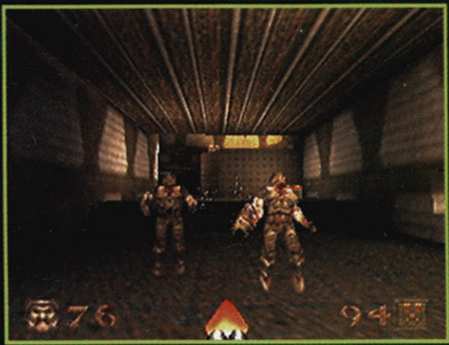
PROTIP: Don't waste your time on Shamblers. The Nail Gun or Super Nail Gun is the only way to go with these bad boys.



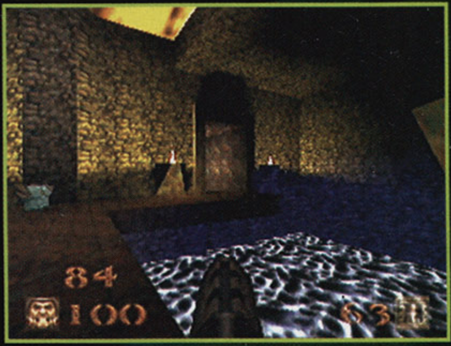
PROTIP: Use the corners to lob grenades into unexplored corridors. If you get the hang of hooking grenades, you can always take out unwanted guests.



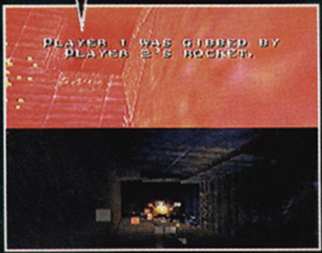
PROTIP: Check the ceilings for triggers to open secret doors.



PROTIP: Audio clues are extremely important. A surprised grunt means that someone saw you before you saw them, so back up (if it's safe) and track the noise to zero in on your next target.

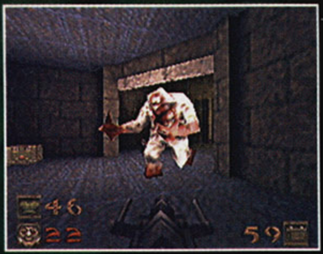


PROTIP: Water areas always hold clues, like this pool in the Crypt of Decay arena. Jump in and explore (this area hides a Super Armor shield).

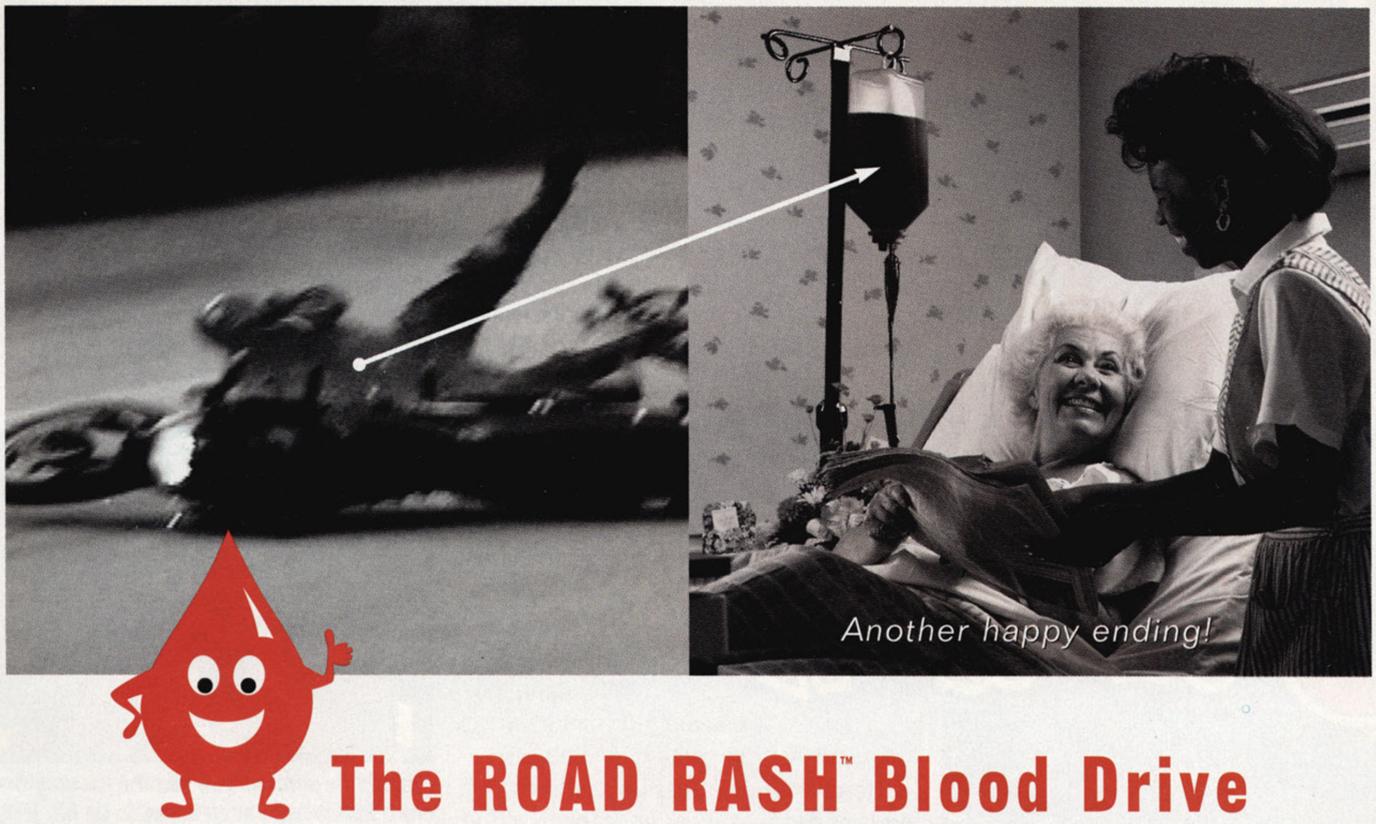


PLAYER 1 WAS GIBBED BY PLAYER 2'S ROCKET.

PROTIP: In multiplayer games, find a "nest"—a spot where you're hidden in the shadows—and follow your opponent when they pass you and nail them from behind. It may be cheap, but it's effective.



PROTIP: Quad Damage icons are hard to locate, but when you find one, it's usually a signal that something major is about to happen. In the Ogre Citadel, grab the QD, then barrel through the level until you find the Shambler, and nail him for an easy kill.

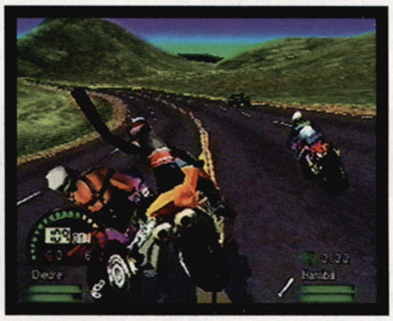

Another happy ending!

The ROAD RASH™ Blood Drive

"IT'S WORKING!"

—Peter Plasma

SMILES APPEAR *when our donors mix motorcycles with combat. This high-speed clubbing yielded four gallons. A record!*



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Snowboard Kids

(By Atlus)

By Air Hendrix

$59.99
96 megs
Available now
Racing/combat

4 players
Behind-the-boarder view

EVERYONE
E
CONTENT RATED BY ESRB

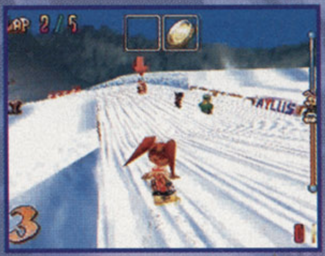
Challenge
int
Level

Replay?
HI

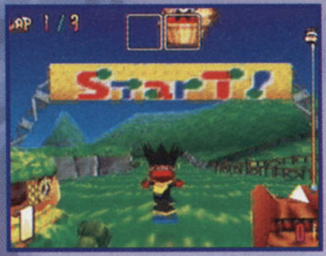
If you can stomach Snowboard Kids' syrupy exterior, you'll uncover a slick little racing game. It's almost like Mario Kart on snowboards, and it's a blast.

Players choose from a decent lineup of modes, snowboards, and tracks, then hit the slopes, grabbing one-shot weapons and power-ups to take down the competition. Half the fun comes from popping the guy next to you, but the racing side's pretty tight, too. The resulting combo's great fun, particularly in multiplayer matches.

However, Kids comes up a little short in terms of depth—a week or so worth of fun is all you'll get out of this one—and many gamers won't have enough patience to tolerate the stifling kiddie atmosphere. Renting's the wisest way to start shredding these slopes, but for the right crowd, Kids bags some serious air. G

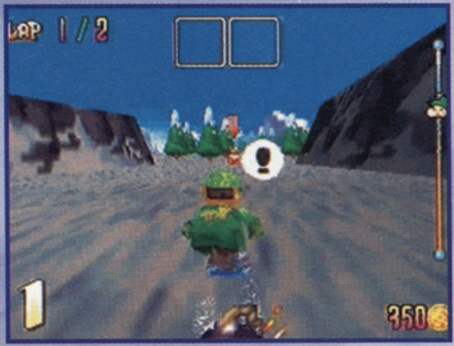


PROTIP: Use the coin power-up as soon as you get it because it flattens everyone on the slope, giving you a great chance to improve your position.

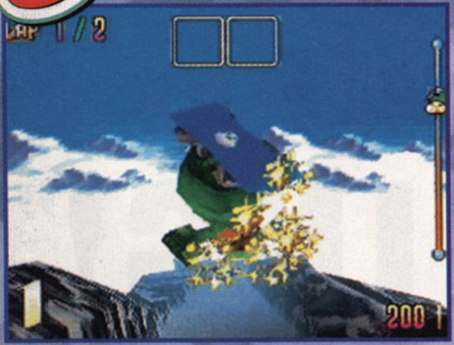


PROTIP: At the starting line, pound on Button A to jump ahead of the pack and start things out right.

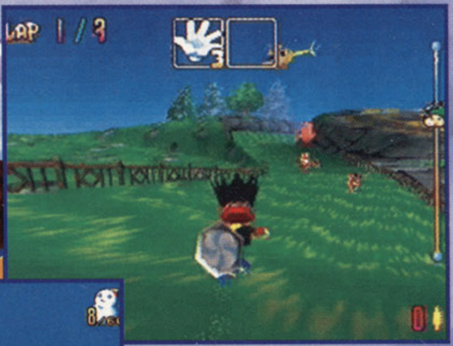
Snowboard Kids



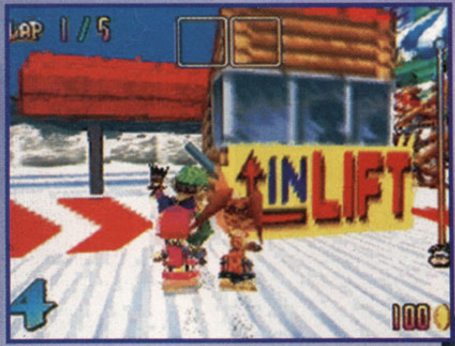
PROTIP: As soon as you see the exclamation mark indicating you're about to be hit, jump and weave around—you can dodge the bullet most of the time.



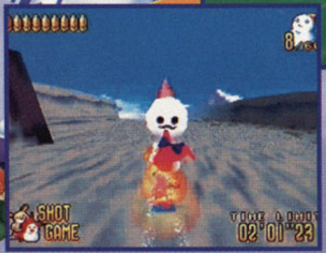
PROTIP: Pull stunts on jumps every chance you get—they earn you extra gold pieces.



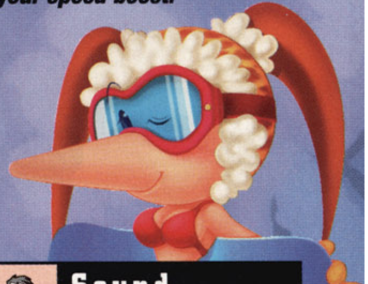
PROTIP: Save fan power-ups for easy, obstacle-free sections so you can maximize your speed boost.



PROTIP: Fight tooth and nail for position in the lift line. You can jump ahead a place or two if you bust out a nice deke, but you'll report to last place if you flail.



PROTIP: In the Shot Game, rack up a high score by waiting till the last possible second to shoot the snowmen so you can be sure you hit them.



Fun Factor

4.0

Obnoxiously kiddie at first, Snowboard Kids redeems itself with tautly paced racing and just the right touch of combat. Most gamers will be content with renting it, but if you loved Diddy Kong Racing, you'll find a lot to like here.

Graphics

4.0

Like everything else in the game, the graphics scream "kiddie," exploding with wild colors and cartoony touches. Still, the respectable speed, innovative design of the tracks, and well-animated characters put on a slick show.

Control

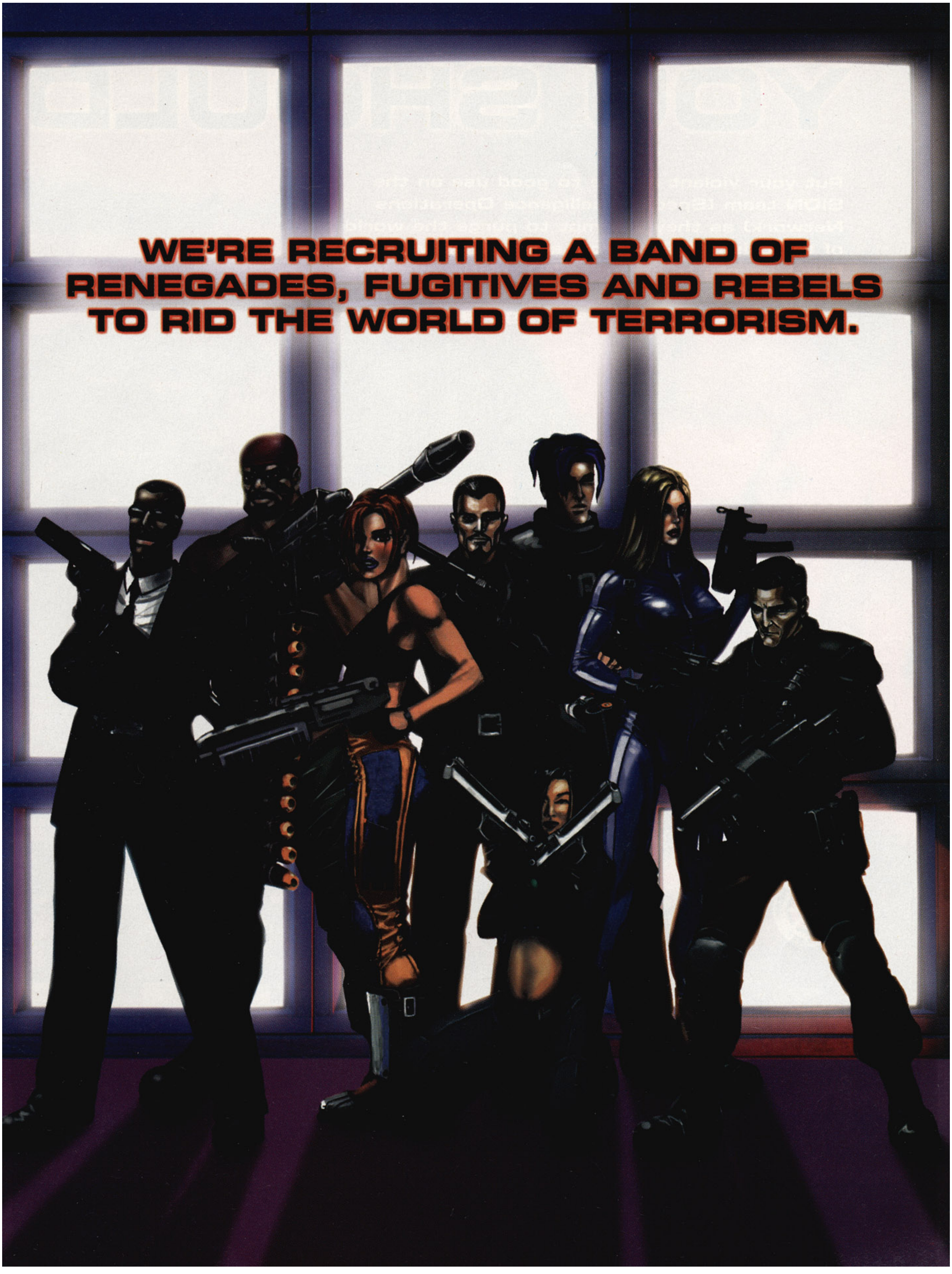
4.0

Kids handles smoothly, delivering realistic responses that feel as close to snowboarding as you can expect from a controller. No real problems here, but nothing earth-shattering, either.

Sound

3.0

The sounds do their duty, but could've done it much better. The irrepressible pop soundtrack will gradually make you ill, while the squeaky yelps, weapon noises, and other sound effects seem borrowed from Barney.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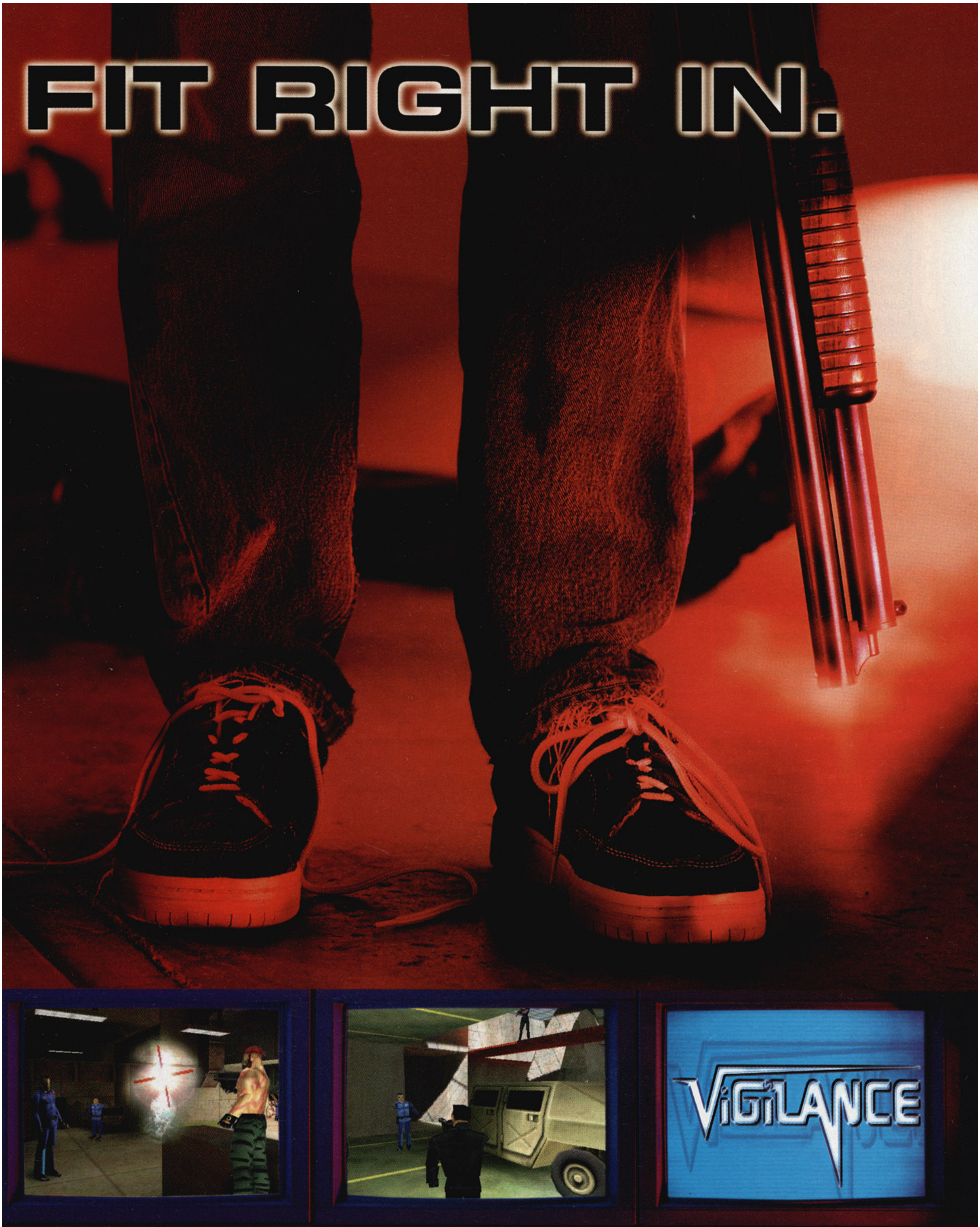

For a free demo go to www.vigilance.com or 1-888-SEGASOFT. SEGASOFT™

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Gex: Enter the Gecko

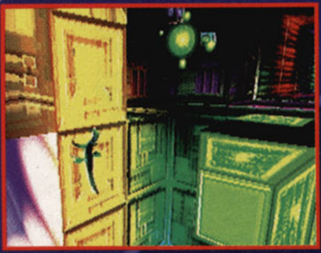
(By Midway Home Entertainment)

By Dan Elektro

Price not available
Available now
Action/adventure
1 player
Multiple views

Challenge: Int Level
EVERYONE E — Content rated by ESRB
Replay? HI

GEX
ENTER THE GECKO



PROTIP: Your first goal on any level should to be to locate the "sticky" wall texture.

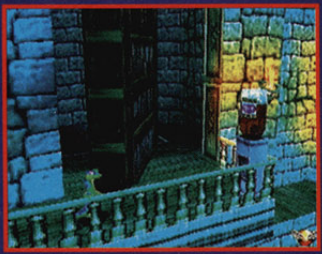
Graphics 5.0
Enter the Gecko teems with well-constructed characters and excellently designed levels. Gex also pulls off effects like transparency and mirror textures, and you'll hardly notice any annoying slowdown or breakup.

Sound 5.0
Clever music choices combined with Dana Gould's endless stream of inside-joke wisecracks make every nuance worth hearing.

Control 4.5
With either analog or digital controls, Gex moves smoothly and responsively. Occasionally the camera won't play nice, but most of the time you can get just the view you want.

Fun Factor 5.0
Killer looks, intricate levels, a wry sense of humor—Gex: Enter the Gecko has everything a platform fan could possibly want. The work that went into this one really paid off.

Cower, Crash, and beware, Blasto—there's a new platform king on the PlayStation! Gex returns for his second adventure, Enter the Gecko, delivering a three-dimensional tail-kicking of the highest order.



PROTIP: This revolving bookcase in Smellraiser reveals the haunted elevator's switch.

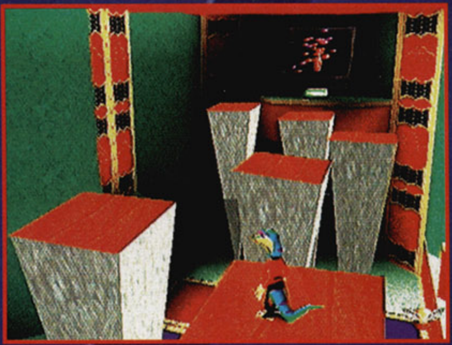
Son of the Tail

Quick with a tail-whip and quicker with a joke, Gex heads back into the Media Dimension to unseat Rez once again. This time he'll find himself in a haunted house, in outer space, on a desert isle, inside a computer, in a psychedelic cartoon world, back in the Stone Age, policing the inner city, and fighting ninjas in the streets of China, among other theatrical locales. Every level holds multiple challenges and different-colored remotes to collect. When Gex has enough clickers in his collection, he battles Rez for the ultimate show.

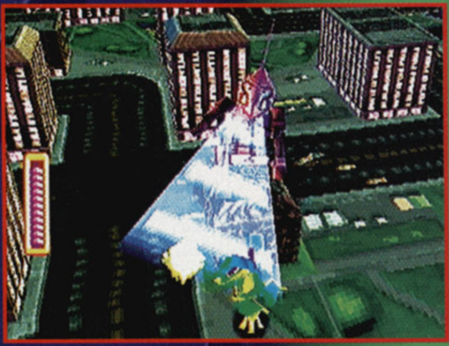
The Lizard's Innards

Everything in Enter the Gecko is 3D—even the menu graphics and the words on the screen. Gex alone is made up of hundreds of polygons, which results in smooth, lifelike articulation and animation. You'll be impressed by all the little nuances in his movements and wait animations. Three camera settings give you plenty of viewing options and enable you to see the game from just about any angle you can imagine.

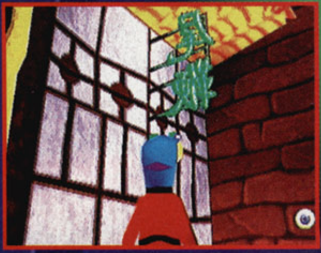
Gex may be a gecko, but the soundtrack's a chameleon, constantly changing with recognizable-but-not-exactly-copyright-infringing musical themes to match each level. From the rasta beats of cops on the street to the Bond-style crescendo of brass and bongos, every track's a winner.



PROTIP: Always take a moment to adjust the camera to your liking before jumping between moving or suspended platforms.



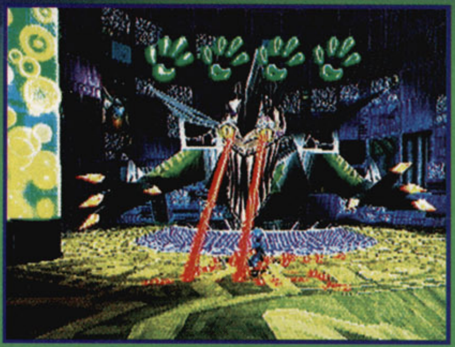
PROTIP: On the Gexzilla stage, tail-whip Mecharez, then demolish the building out from under him.



PROTIP: Whip this neon sign at the start of Mao Tse Tongue to reveal a hidden extra life.

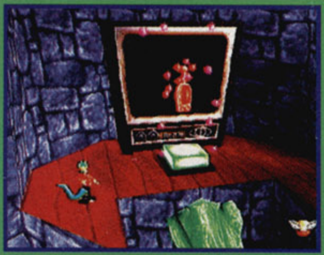
Motor Mouth

Of course, Gex wouldn't be Gex without a boatload of wise-ass remarks. Comedian Dana Gould reprises his role as the loose-lipped lizard, spewing 500 or so one-liners over the course of the adventure. Better hope your pop culture chops are up to snuff;

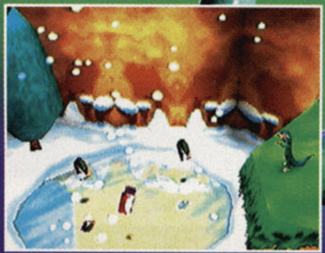


PROTIP: In the showdown with Rez, dodge his bombs, then tail-whip him three times. When he grows, make him smack the green columns three times and you'll win.

Gex riffs on everything from *Planet of the Apes* to Richard Simmons to Stephen King to *Land of the Lost*. You may not get all the jokes now, but that's the beauty of Gex's "stealth humor"—next time you see a movie or TV show, don't be surprised if one of the lines sneaks up on you and suddenly makes sense.



PROTIP: You can't collect more than one remote per trip, so focus on one quest at a time.



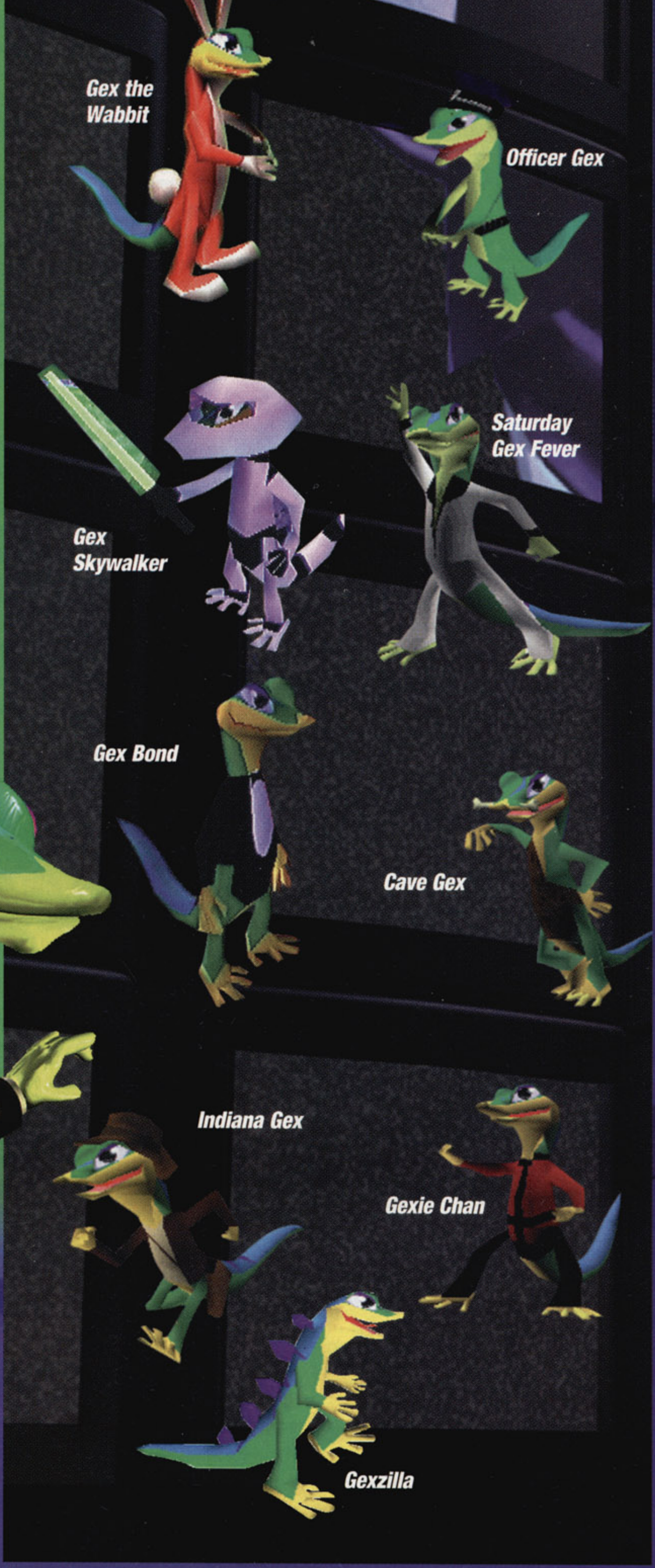
Gex: Enter the Gecko features cool graphic elements like transparencies and reflective surfaces—check out this icy pond.

Gex supports the Sony Analog Controller, but you're still only moving in just eight directions. The controls prove comfortable and responsive, while the levels are plentiful and not frustratingly hard, which adds up to a high enjoyment factor, even for platform newbies. Hidden and bonus remotes, not to mention entire bonus levels, add to the replay value. Plus, watch for a surprise cameo at the end!

Generation Gex

Gex looked good in the preview versions, and it's great to see a game live up to its potential. Gex: Enter the Gecko ranks as a must-own for platform fans, but more importantly, gamers who have grown tired of the hop-n-bop genre may find some of that old magic again. G

Gex of a Thousand Faces (or Less)



Bloody Roar

(By Sony)

By Scary Larry

Price not available	Fighting
Available March	2 players

Replay? HI · TEEN T AGES 13+ · Challenge Int Level

With the competition already heating up around the Tekken 3 PlayStation release, Bloody Roar does a good job of throwing its two cents into the arena. An extremely fast and well-made fighting game, it holds its own against titles like Teräs Käsi and Tekken 2. In fact, the game will remind fighting-game fans of the original Tekken in look and Tekken 2 in speed and depth.

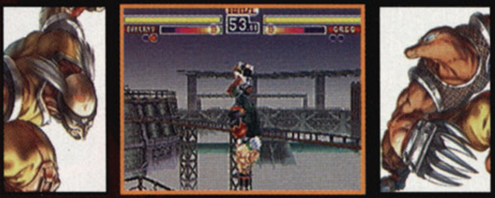
Roar features a plethora of pugnacious pluses, like air combos, juggles, and linking moves. But it also sports a Transform feature—with the press of a button (and a full Beast gauge), you can turn yourself into an animal alter ego such as a tiger, a gorilla, a lion, or a boar.

Graphically, the game looks blocky in some close-ups, but doesn't break up excessively (if you can handle some walls disappearing when you're near them) or pixelate when you're in close. It's like a tightly woven Fighting Vipers without the messy polygonal meshing.

Bloody Roar will be heard. It's the best you'll do until Tekken 3 comes out—and it just may give that game a run for its money.

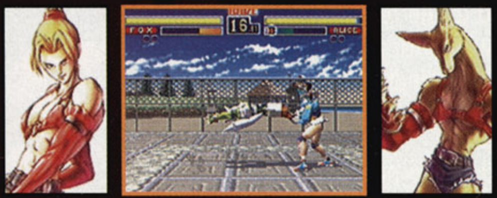
BLOODY ROAR

BAKURYU **MOLE**



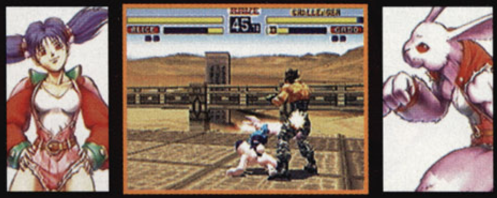
Motion ← ↙ ↓ ↘ →, then tap □. When Bakuryu lands behind the opponent, press Toward the opponent and simultaneously tap □ and Kick.

FOX **FOX**



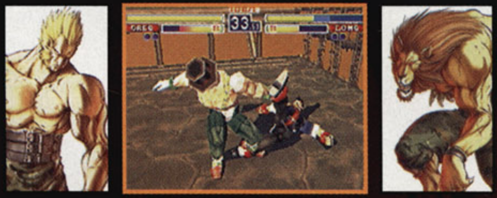
Fox is quick, but not powerful. She's also a smart fighter with a tricky move. While transformed, tap →, →, then ○.

ALICE **RABBIT**



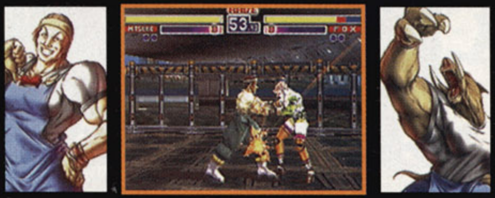
Alice is fast, and when transformed, soars higher than anyone else. Tap □, □, □, motion ↓ ↘ →, then tap □ when taking her for a test run.

GADO **LION**



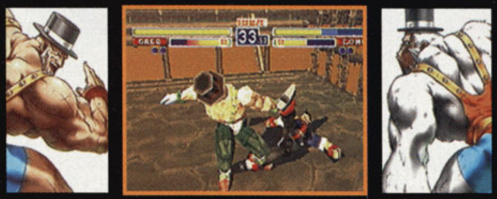
Motion → ↘ ↓ ↙ ←, then tap × for a lightning-fast super kick.

MITSUKO **BOAR**



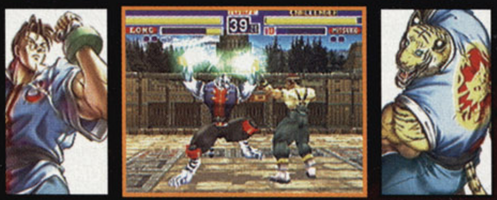
Hold ↙, then tap Kick three times to execute Mitsuko's ankle-breaker kick.

GREG **GORILLA**



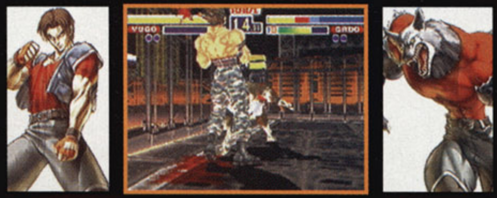
Simultaneously tap □ and × to stun your opponent, then motion ← ↙ ↓ ↘ → and tap □ to throw them.

LONG **TIGER**



When transformed as Long, start a combo by motioning → ↘ ↓ ↙ ←, then tapping ○. After the foot stomp, and while still holding Down, tap ○ again, then follow up with punch and kick attacks.

YUGO **WOLF**



Wanna rip out someone's throat? While transformed, motion ← ↙ ↓ ↘ →, then tap ○. Try this move with Gado, Greg, Alice, and Bakuryu as well.

Fun Factor

5.0

It's fast, easy to play, and the title doesn't lie—Bloody Roar is bloody-good fun. This may be the sleeper fighting-game hit of the year.

Graphics

4.5

Bloody Roar sports some very polished fighters and smoothly blended polygons. It's also a fast game—until minor slowdown problems in the Ruins stage grind the game to a halt.

Control

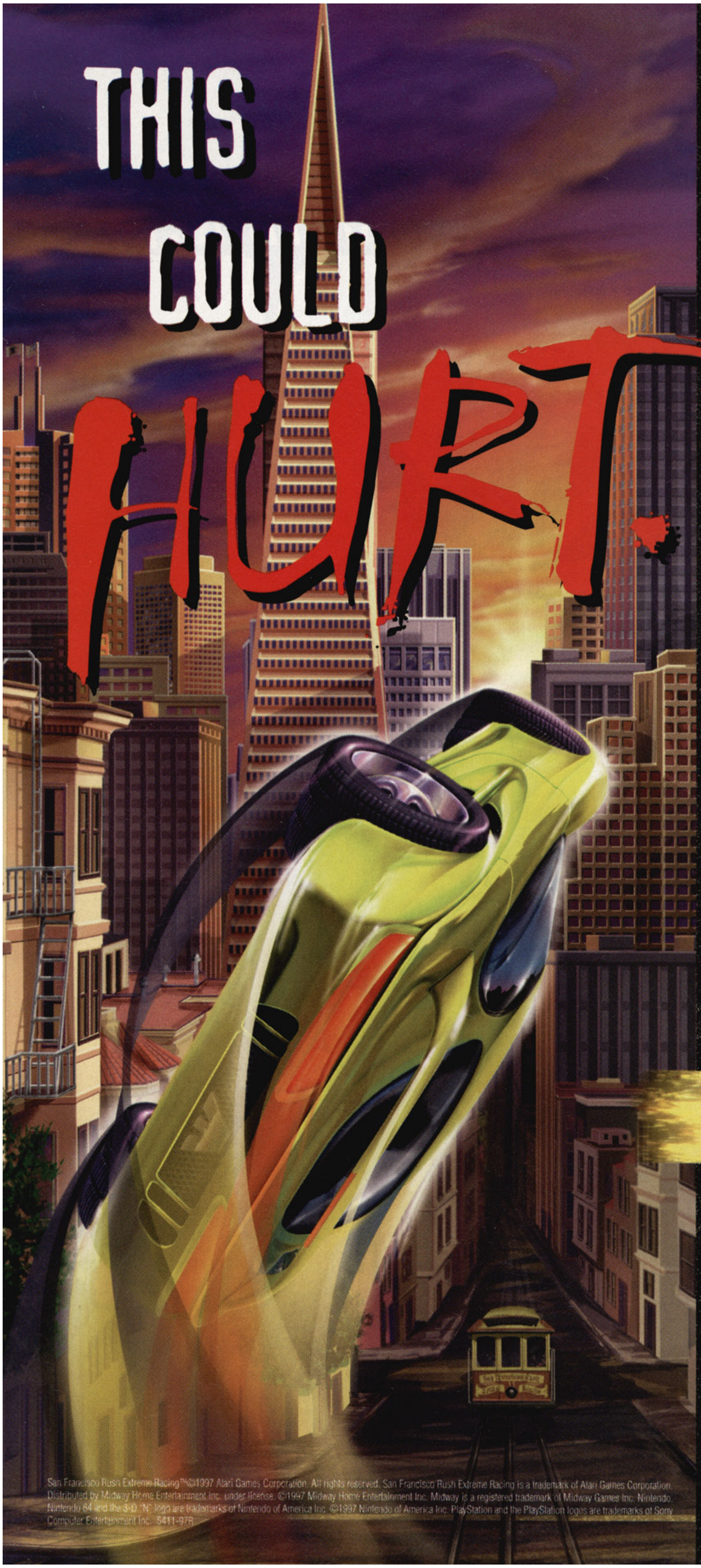
5.0

The easy-to-use button configuration keeps things simple. Punch, kick, or transform are all a tap away—and the Transform button doubles as an extra Punch button when you're an animal.

Sound

4.0

A few voices and some minor animal sounds help move the game along, and the original arcade soundtrack is included in the Options menu, which is a plus. The game could have used some more explosive hit effects, though.



Okay, so you're flying through the city of San Francisco hitting a heart-pounding speed of 160 mph. But up ahead is Lombard Street -- famous for its many curves.

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Ultra Gameplayers

"San Francisco Rush is a game that's all about air. Not hot air...but real air."
Game Informer Magazine

MIDWAY

CD-ROM NINTENDO64 PlayStation KIDS TO ADULTS K-A CONTENT RATED BY ESRB

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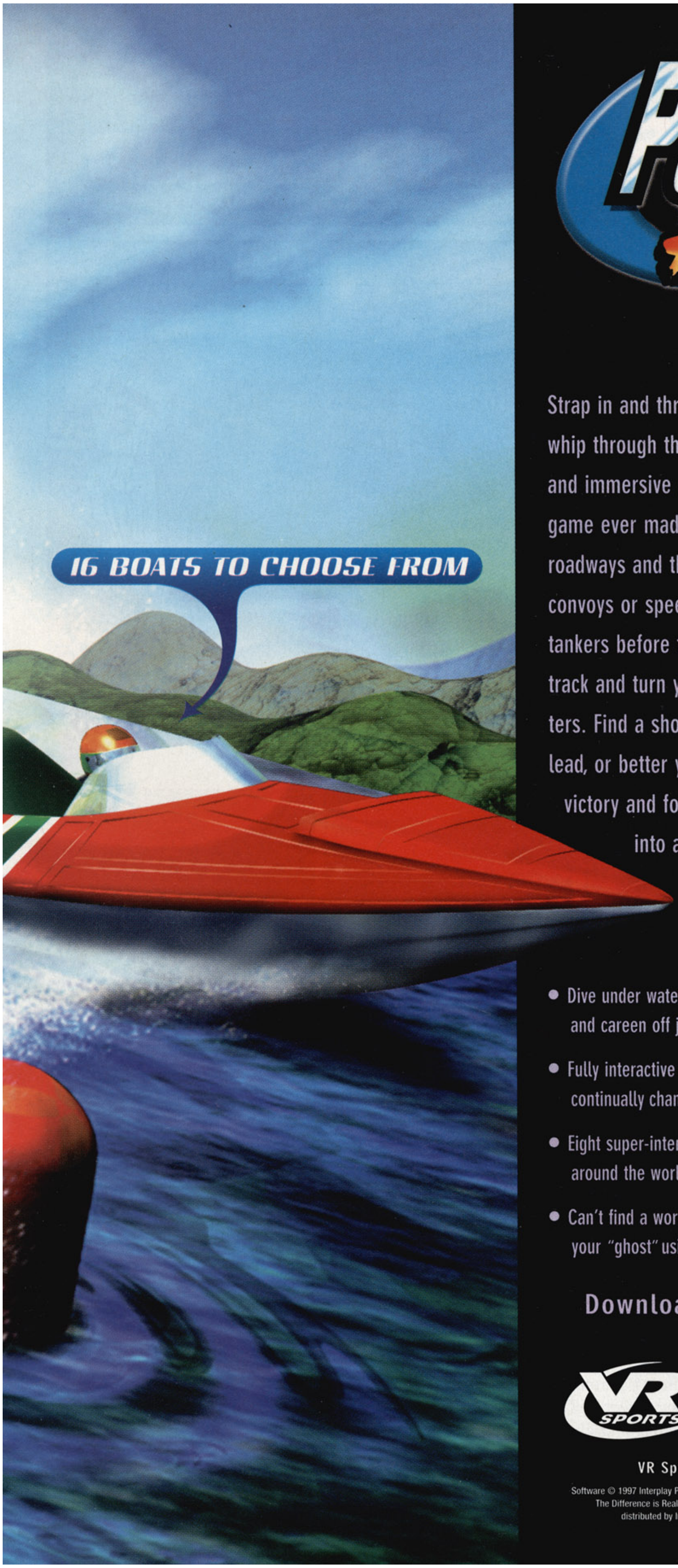

VR SPORTS POWERBOAT Racing™

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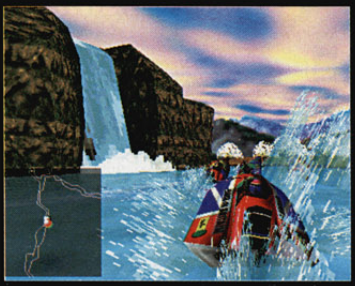
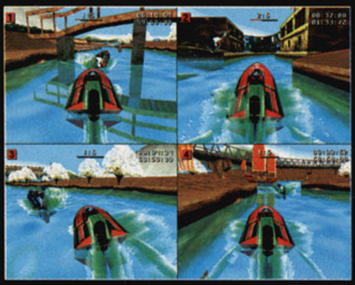


You'll have to adjust your engine trim to maximize speed and control.



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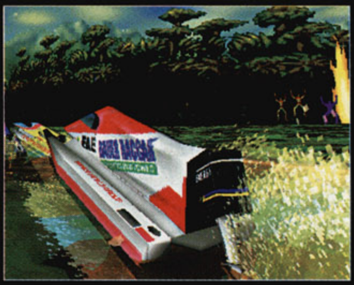

Choose between two different hull types and eight body styles, each with their own unique attributes and three different engine sizes.

Download the demo at www.vrsports.com

VR SPORTS   KIDS TO ADULTS KA CONTENT RATED BY ESRB   PlayStation™   Designed for Microsoft Windows 95   PROMETHEAN DESIGN

VR Sports 16815 Von Karman Avenue Irvine, CA 92606

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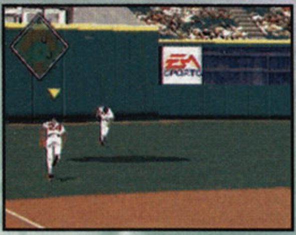
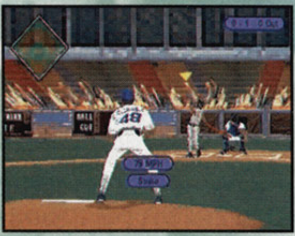
Baseball's Starting Lineup

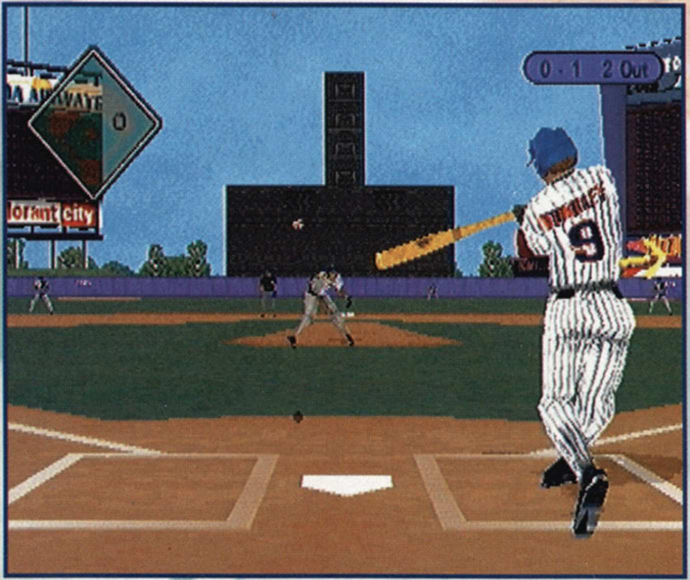
Triple Play '99

PlayStation

By Air Hendrix

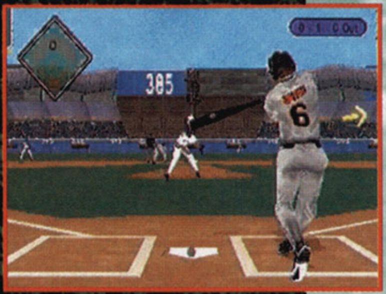






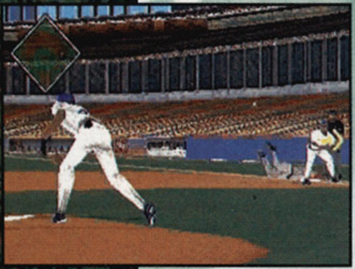
The competition's heating up in the PlayStation ballpark, but Triple Play '99 appears to be headed for a playoff spot with a nicely retooled look and promising gameplay.

Long Fly Ball...

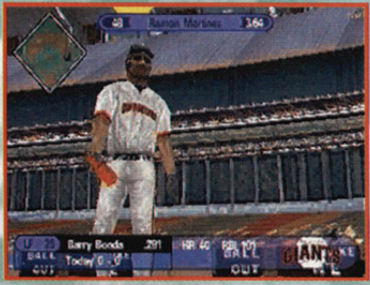


For the past two seasons, Triple Play secured the PlayStation World Series without facing any serious challengers. This time around, competing games will likely give it a serious run for its money, but Triple '99's well-prepared for the heat—this preview version already displayed the early signs of a strong baseball game. While enough of the game was still under construction in the unfinished version we played, that same taut pitcher/batter battle kept the action intense.

Best of all, though, vastly improved base-running controls round the bags with a simple, responsive setup that's way better than last year's clunky contraption. And EA has promised that the load times, game speed, pacing, and memory-card saves will be tuned far better than they have been in the past.



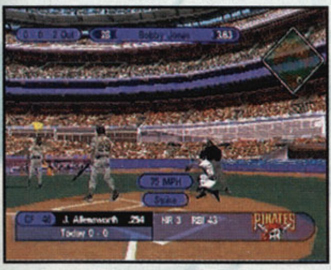
Developed and published by EA Sports
Available March
60% COMPLETE

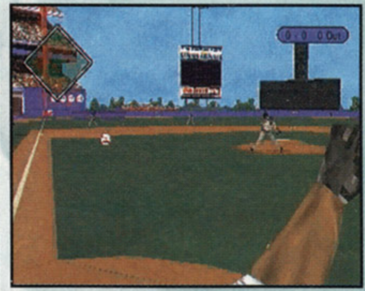


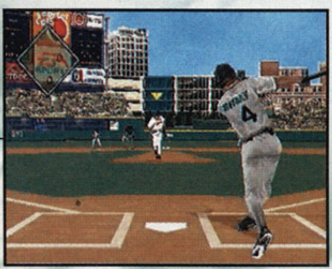
It's Way Back...

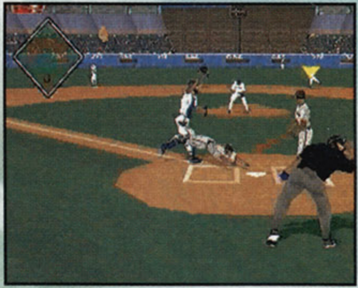
Visually, Triple's looking much slicker than last season. Intriguing—and playable—perspectives bring the action much closer, automatically zooming in when you're trying to tag a runner or make a pickoff throw. The players sport a much higher level of detail and move around the field with plenty of eye-catching new animations, like running throws and wild slides.

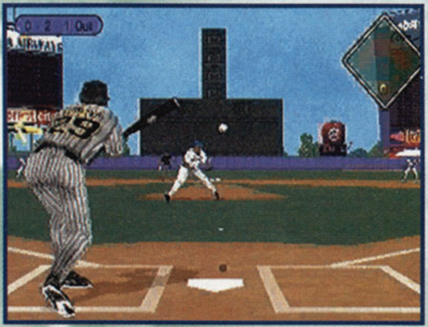
Triple's new first-person batting perspective was too incomplete to judge fairly, but no sports game to date has done this right yet, so hopefully EA will pull it off by giving the gamer a frame of reference that makes the view playable. Topping it all off, the ground-breaking two-man commentary that appeared in last year's game is back and better than before with more detailed and more varied calls.







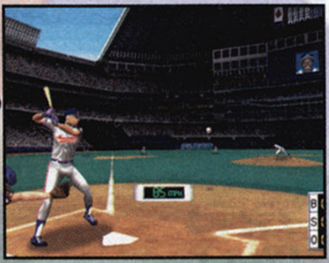


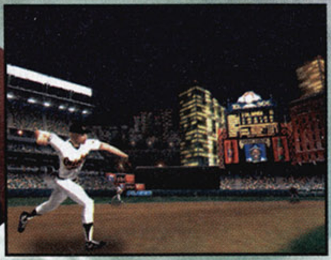


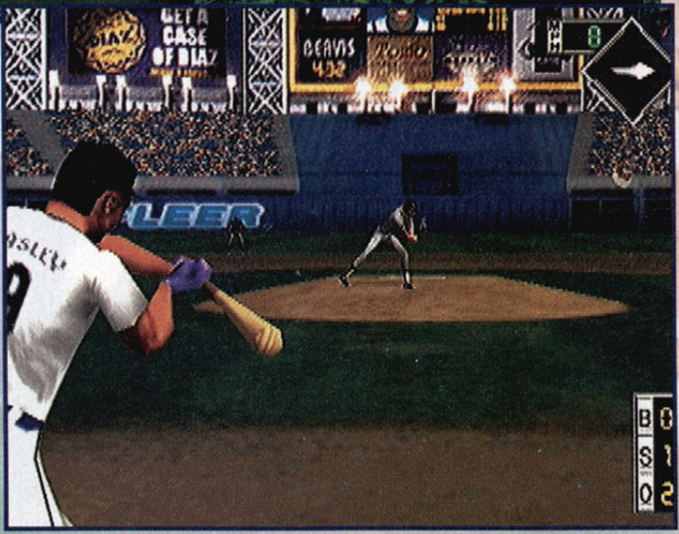
All-Star Baseball '99

Nintendo

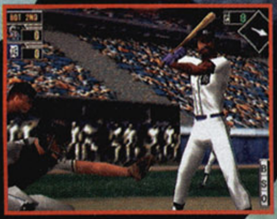
By Air Hendrix

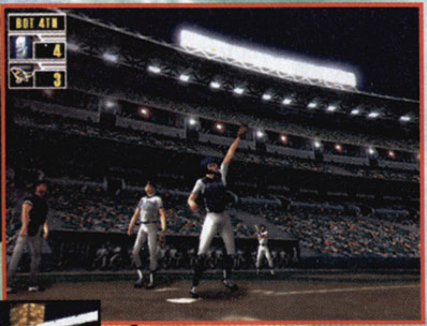




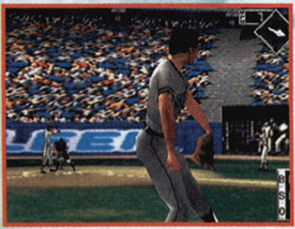


Fresh from QB Club's football foray, Acclaim's turning to the ballpark with the same kind of mouth-watering high-res look in All-Star Baseball '99. The only question is whether the gameplay will live up to the glorious graphics....

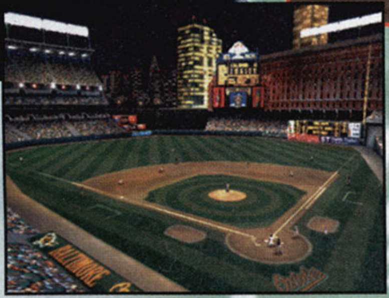


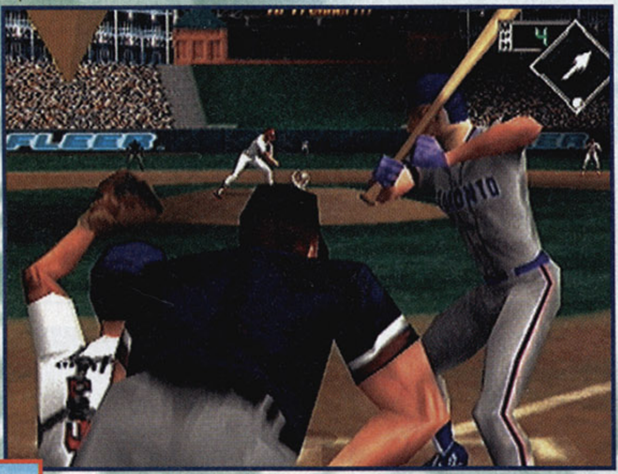


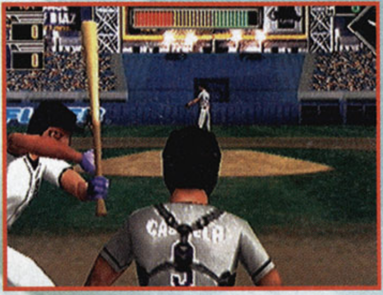
Dazzling Diamonds



Even at this early stage, it's fair to say that All-Star Baseball will probably rank as the best-looking baseball game on any console system. The spectacularly rendered stadiums overflow with detail, and like QB Club's high-res players, these well-rendered, highly realistic ballplayers will capture your attention. The 100+ batting stances will help you recognize the stars, while colorful animations like kneeling throws will spruce up the action.

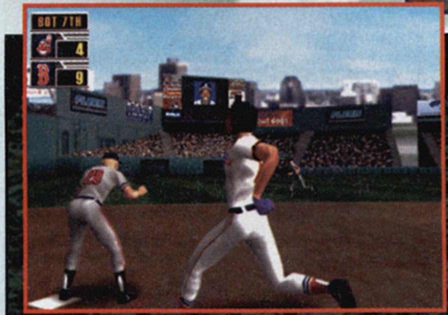




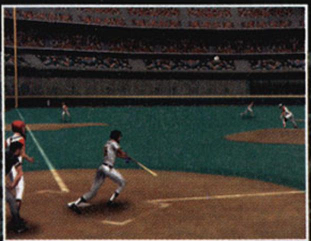


Developed by Iguana Entertainment
Published by Acclaim
Available Spring

50% COMPLETE



Roster Highlights



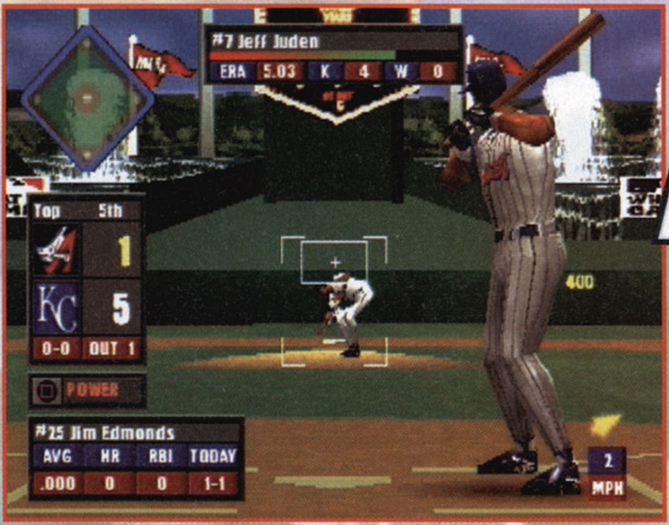
While All-Star Baseball definitely has all-star looks, the most important piece of the puzzle is gameplay—and this version was far too early to gauge. The outlook is promising, though, as All-Star takes the mound with all the pro players, teams, and stadiums; the ability to create and trade players, create custom teams, and develop farm prospects; and strategies like the double switch, squeeze, and suicide bunt.

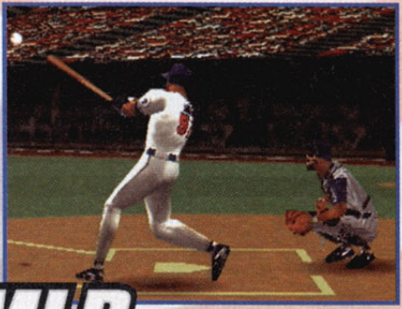
The long list of modes includes Spring Training, Season, Playoff, All-Star, World Series, and Home Run Derby, while the controls use the analog stick and Rumble Pak for pitching, hitting, and fielding. Cool touches like hot/cold zones for batters, tapping ahead on throws so you can turn double plays quickly, and the ability to push or pull the ball only add to All-Star's allure. Hopefully Acclaim and Iguana will do justice to this game's outstanding potential and deliver some killer gameplay to back it all up.

FIRST LOOK

MLB '99

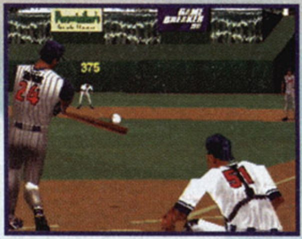
PlayStation

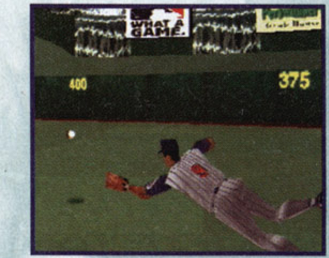


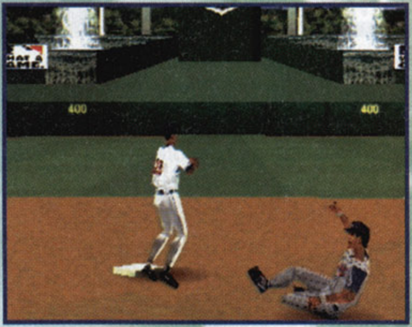


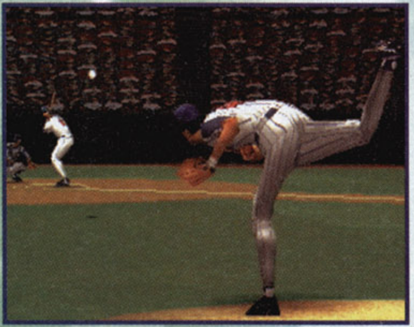
When it comes to baseball, Sony's never managed to achieve the success that it has in other sports games, releasing two solid but underwhelming titles. With MLB '99, it hopes to elevate the gameplay and graphics into the big leagues. This outing's starting things off right with an all-new polygonal player model and new motion-captured animations like barehanded grabs and running throws, as well as details like uniforms that will remain dirty after slides. The pitchers and hitters will also show off their style as Sony is looking to include more than 140 individual stances.

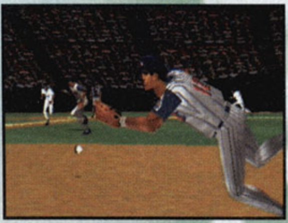
Once on the field, gamers will find a new Spring Training mode to accompany the normal features, which include all the pro players, stadiums, and teams, as well trades and player creation. Adding to the realism, the CPU will manage teams in the style of their real-life counterpart, while announcer Vin Scully will call the play-by-play. Finally, Sony's hinting at a Total Control mode for fielding, and if it resembles the Total Control mode in GameDay, it could deliver some serious depth and flash to this key part of the gameplay.
—Air Hendrix

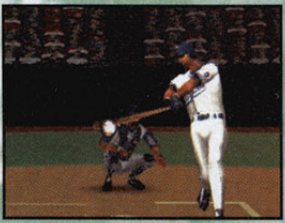












Developed and published by Sony
Available May
70% COMPLETE

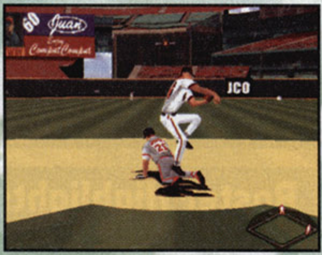
UPDATE! UPDATE!

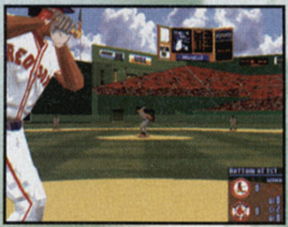
HardBall 6

PlayStation

The eternally delayed HardBall 6 is now on track for a summer release (it was originally due in spring '97), but hopefully the vast improvements to this long-running series will be worth the wait. Accolade's modernizing the graphics with 3D players and stadiums, and also plans to introduce new fielding and base-running controls. The feature side's looking fairly strong, too, as HardBall 6 will deliver situational hitting using the cursor format, multi-season play, minor league action, a team of all-time greats, and all the current pro players, teams, and stadiums.*—Air Hendrix*

Note: These images are taken from the PC version.





Developed by Mindspan
Published by Accolade
Available May
50% COMPLETE

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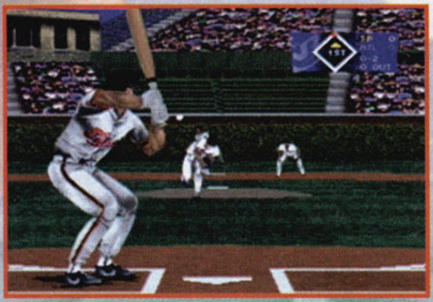
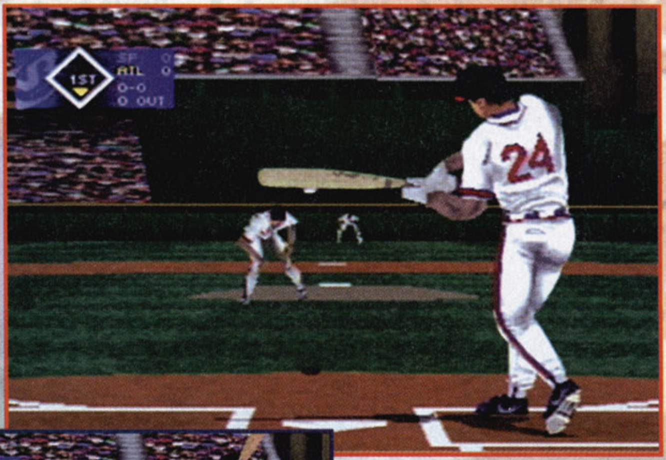
VR Baseball '99

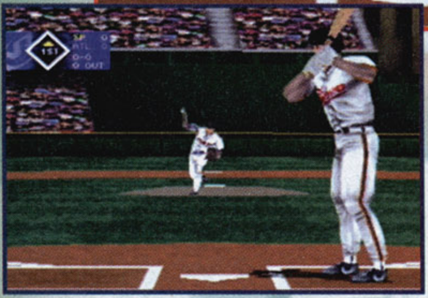
PlayStation

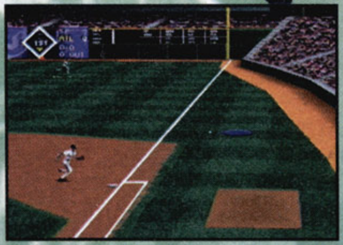
In the off-season, VR Sports gave its baseball series a much-needed facelift, and now that spring training's arrived, VR Baseball '99 packs the potential to make it to the big leagues this year. Vastly improved graphics make this video game version of "The Show" much easier on the eyes, and it connects solidly with slick polygonal players and well-modeled stadiums. Better yet, VR Sports has promised to crank up the frame rate and the game's pace, and to smooth over that nasty hiccup when the bat connected with the ball.

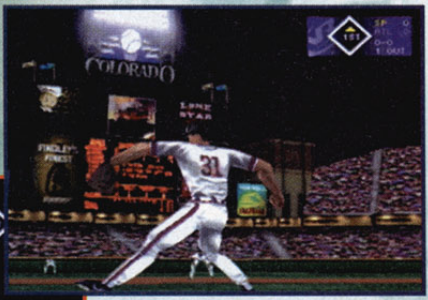
On the features side, all the stats and standard options are here, including the real-life teams, stadiums, and players. Gamers can also relive their glories in instant replays that can be saved to memory cards, create custom teams and players, and glide along the base paths with intuitive base-running controls. If VR Baseball '99 delivers gameplay as smokin' as its graphics, there might just be a new game in town.—*Air Hendrix*

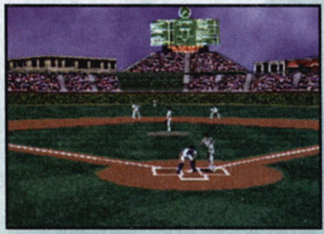








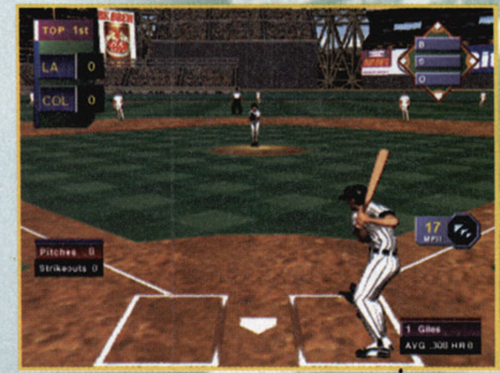


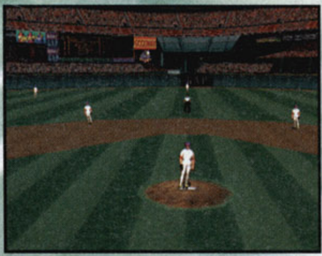


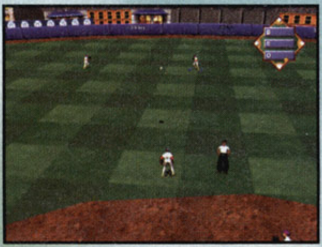
Developed and published by VR Sports
Available April
70% COMPLETE

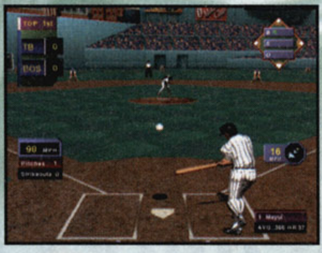
High Heat Baseball

PlayStation



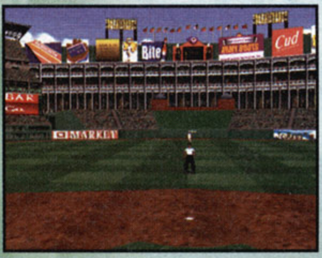




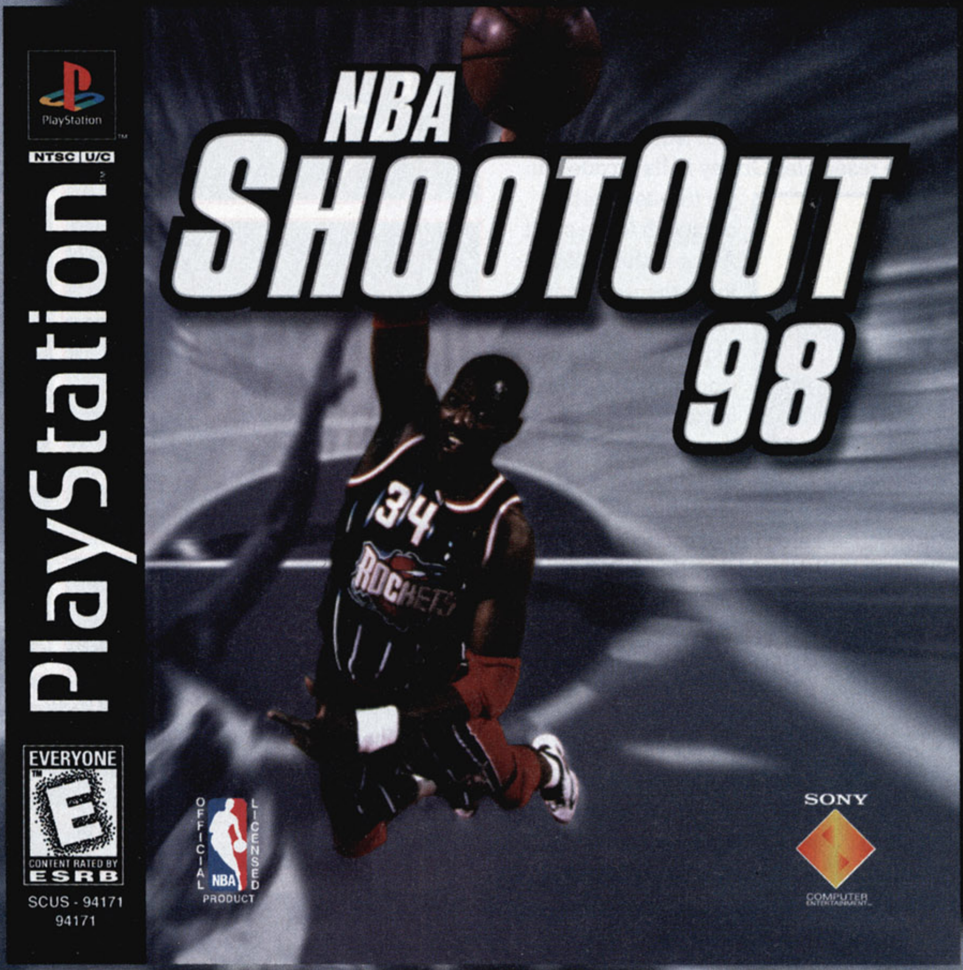


After the demise of its own 32-bit system, one of 3DO's internal developement teams, Team .366, signed on to develop PlayStation titles, and one of its first releases will be High Heat Baseball. Team .366 reports that it's focusing on the pitcher-batter confrontation and on meshing ball-busting action with realistic strategy, which is a sound approach. As for features, High Heat will deliver the chin music with all the pro players, teams, and stadiums; multi-season action; trades; and farm systems. As soon as we score some hands-on gaming, we'll let you know if this rookie has the stuff of a natural...or a benchwarmer.
—*Air Hendrix*

Note: These images are taken from the PC version.



Developed and published by Team .366
Available Summer
50% COMPLETE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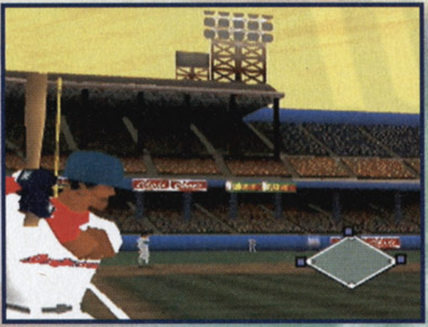
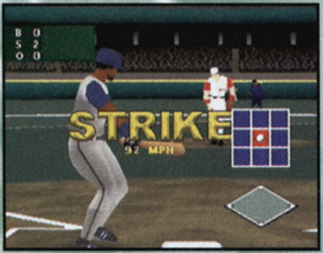
Baseball's Starting Lineup

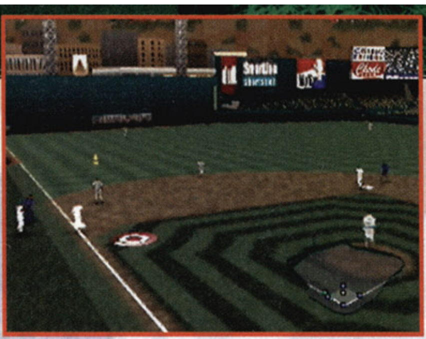
Mike Piazza's StrikeZone

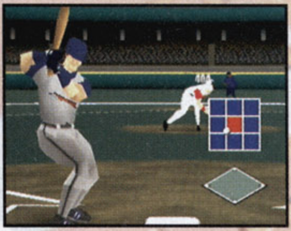
Nintendo 64

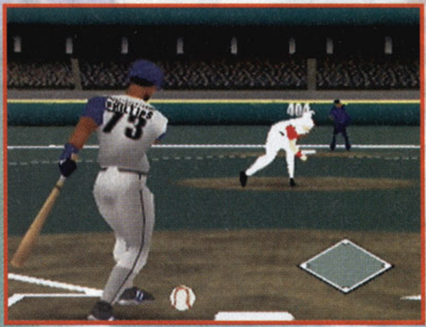
GT Interactive's getting into the sports game with Mike Piazza's StrikeZone. Backed by some of the development team behind Griffey for Super NES, StrikeZone resembles Griffey in its arcade-ish yet true-to-baseball approach to the sport. As for features, it contains the usuals, including all the pro players, teams, and stadiums; player and team creation; and a lineup of six pitches that includes knucklers, sliders, and sinkers. An outlandish and extensive selection of codes will keep things outrageous as gamers will be able to throw 200 mph pitches, hang wicked curves, and bury monumental home runs. Visually, StrikeZone's 3D graphics are going to have a hard time keeping up with the high-res razzle-dazzle of Acclaim's All-Star Baseball, but with such a successful development team behind it, the gameplay might just keep it in the running.—*Air Hendrix*

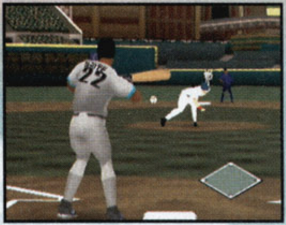


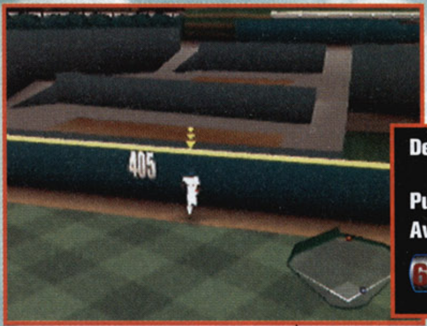












Developed by Devil's Thumb Entertainment
Published by GT Interactive
Available Spring '98
60% COMPLETE

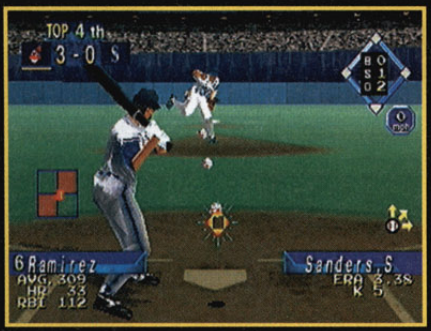
Scouting Report

Not all of this year's prospects were ready to show themselves in public, but we've dug up as much dirt as we could on the other likely baseball releases.

By Air Hendrix

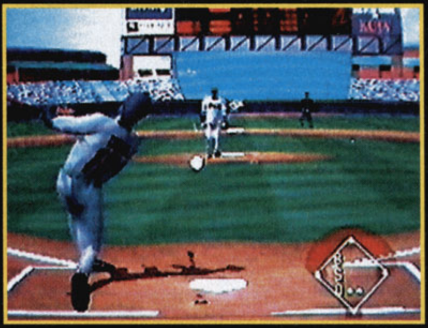
The hottest baseball title lurking in the shadows this spring is Nintendo's much-delayed **MLB Starring Ken Griffey Jr.** for the Nintendo 64. Unfortunately, the big N's keeping a tight lid on anything and everything about this promising prospect, so there's little news to report beyond the latest target release date—May 25.

Word at Sega is grim for Saturn baseball fans as the company has decided not to create a **World Series Baseball '99.** Instead, all resources have been diverted to developing for the Katana, Sega's new next-gen hardware (see "ProNews"). Fortunately, one of the Katana titles is a baseball game, but it surely won't see the light of day until 1999. Winter Heat is officially Sega's last Saturn sports title.



World Series '98 was the last baseball title for Saturn gamers.

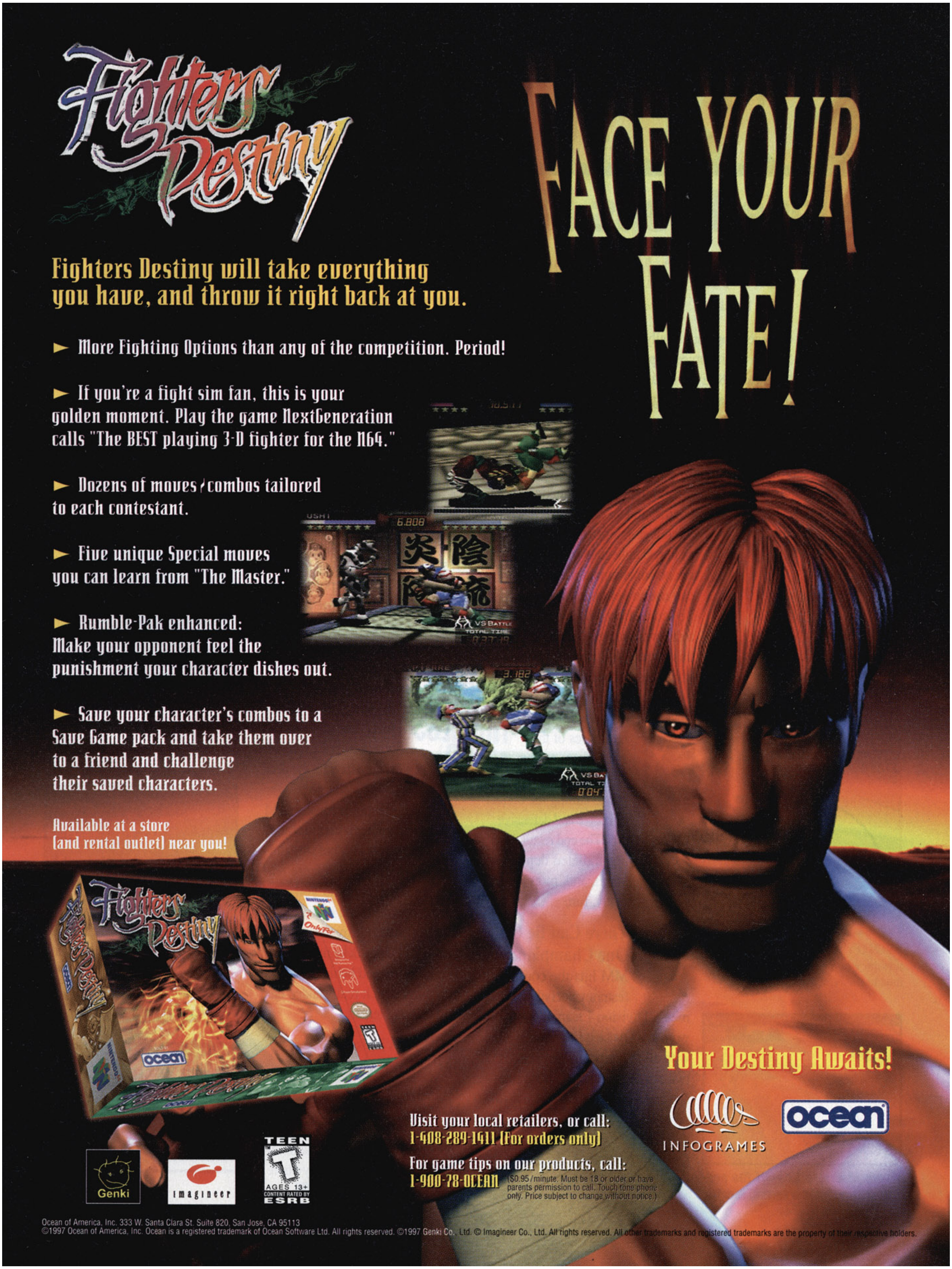
On a more positive note, **Radical Entertainment,** developer of the NHL Powerplay series, is plugging away on a whole new sports lineup, and rumor has it that a baseball title is in the works. While the company officially had no formal announcements to make, it will begin publishing its own games, and expects to publicize its lineup in the next few months.



The much-delayed MLB Starring Griffey is now scheduled for release on May 25.

Over at Konami, the creators of the **Bottom of the 9th** games, a company spokesperson reported that Konami's going to continue the series, but had no comment on the specifics. Given the game's substandard outing on the PlayStation combined with the Bottom of the 9th listing in the chart of upcoming N64 games on Nintendo's Web site, look for this series to jump from the PlayStation to the N64 later this year or early next.

Finally, Virgin's decided to publish only PC games, so **Grand Slam 2** isn't even a possibility. And Crystal Dynamics released word that it's out of the sports business, so the rumored **3D Baseball 2** is definitely scrapped.



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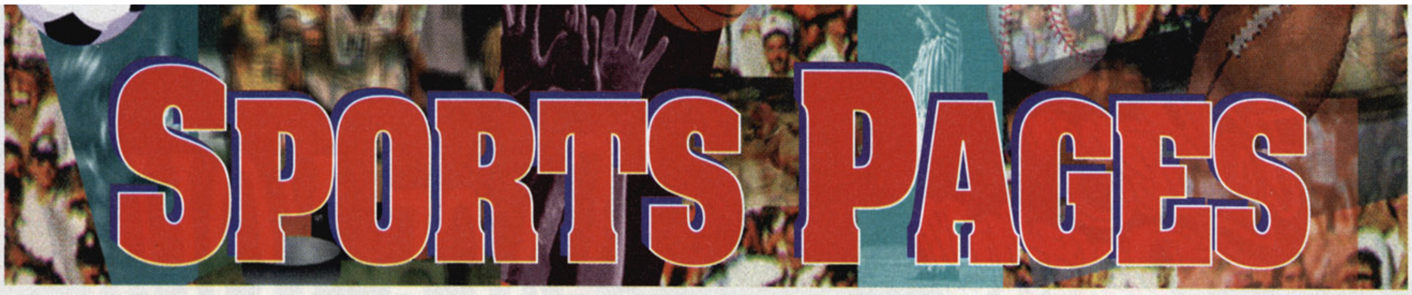


SPORTS PAGES

College Hoops Madness Is Finally Here

PlayStation

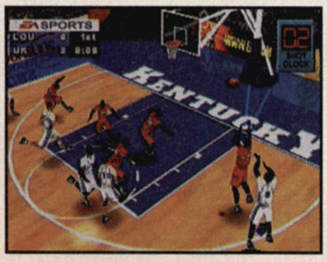
NCAA March Madness '98

By The Rookie

College hoops has finally made its way to the PlayStation in championship form with NCAA March Madness '98. Even though it lacks a lot of the flash of Live '98, MM still delivers a topnotch game with showtime intensity.

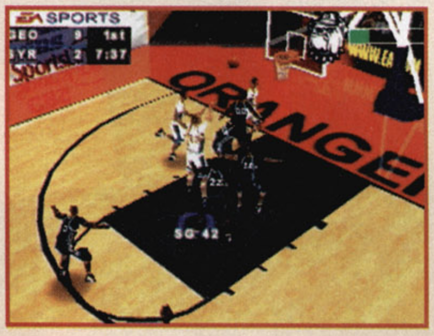
Bring It On

Contrary to its appearance, March Madness isn't a direct port of the Live series. EA has made it a point to imbue MM with a distinct college attitude and style, including pep-band fight songs, breaking backboards, and an exhaustive amount of college-hoops strategy. And just as in real collegiate basketball, there are no superhuman players that you can use to get guaranteed buckets. To score effectively, you need to be a patient, strategy-minded player, as this game's A.I. is one of the staunchest around.



PROTIP: To blow out the score, call plays that will isolate your team's 3-point threat.

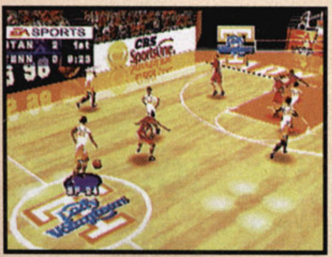
To win consistently in MM, you need to learn the intricacies of the game, from executing successful give-and-gos to calling the correct offensive and defensive sets. The end result is unparalleled depth, realism, and, more importantly, fun.



PROTIP: Whenever possible, work the give-and-go when the defense presents you with a lane to the basket.

There Can Be Only One Champion

MM hits the courts featuring not only 107 men's Division I teams, but 9 women's Division I teams as well, with all the standard play modes, two ranking polls, extensive stats, and create a player. EA has also incorporated a Momentum Meter that rises as you hit a hot streak. Once it's maxed out, the crowd starts to get wilder and shots that may have come up short start to fall in with more regularity. Unfortunately, the Dynasty and Conference Tournament modes that we reported about last in the hands-on preview have been left out because of time constraints.



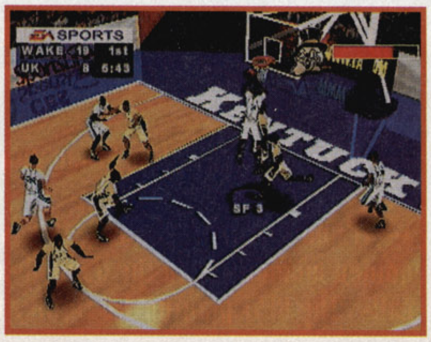
March Madness tips-off the season with women's teams, too.

The graphics and sound in MM do an excellent job of bringing home the excitement and intensity of college basketball. It's clearly noticeable that the players in MM aren't as polished as those in Live '98; however, this does nothing to detract from MM's already solid gameplay. Sonically, this game delivers just the right amount of in-game effects, from the swish of the net to the grunt of players as they hit the deck after taking a charge.

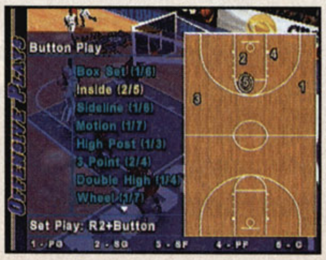
The control is equally solid—moving your players up and down the court is a breeze, and both the offense and defense feature icon activation so you can pass to or control the correct player every time. Unfortunately, the game lacks fancy deke moves, such as crossovers and behind-the-back dribbling, which really added flair to its pro counterpart.

Tell Me Who's in the House Tonight

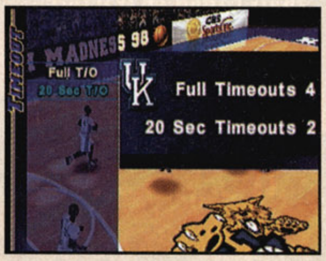
When the final buzzer sounds, March Madness '98 does everything well enough to be the best college hoops console game of all-time. Basketball fans everywhere need to pick this one up. G



PROTIP: By using the Pivot and Turbo buttons together, you can create a nice spin move in the paint and drive strong to the rack.



PROTIP: Know your team's strengths and weaknesses—calling the right offensive and defensive formations can be the difference between winning and losing.



PROTIP: Call a time-out to help cut down the opposition's momentum before things get out of hand.

NCAA March Madness '98
by EA Sports

Graphics	Sound	Control	Fun Factor
4.0	4.5	4.5	5.0

$49.95
Available now
College basketball
8 players (with adapter)

Challenge: Adjustable
Replay value: High
ESRB rating: Everyone

Breakaway N64 Leaves Its Competition Eating Ice

NHL Breakaway '98

By The Rookie

Nintendo 64

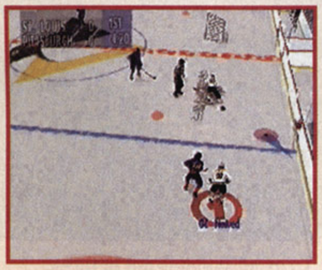
Acclaim is finally going to shake its rep for lackluster sports titles with this port of last year's NHL Breakaway '98 for the PlayStation. Unlike its predecessor, Breakaway for the Nintendo 64 features a more polished look, better control, and better gameplay. And while Gretzky may match it in the fun department, Breakaway easily burns down the net as the best hockey sim on the system.

Scratch My Back with a Hacksaw!

Breakaway hits the ice in near-championship form with all the standard features an ice-head could want, including play in Exhibition, Season, Playoff, and International Playoff modes. And it's only natural that the rosters are stacked with today's NHL players. But if you would like to bring Mario out of retirement, Breakaway also offers a create-a-player feature, along with trades, stats, and the ever-important fighting option.

If you prefer a more sim-oriented experience, Breakaway's gameplay really outshines that of Gretzky's. For one, Breakaway contains actual hockey strategies for multiple situations, from penalty killing to power plays. The most innovative gameplay feature, however, is its Team Management system. As you compile victories, you will be awarded points to apply toward rehabilitating injured players, hiring coaches, and developing your team's hottest prospects. This, coupled with its already super hockey action, really solidifies Breakaway's replay value.

PROTIP: Protect the puck by spinning away from a defender when you're making an offensive charge.



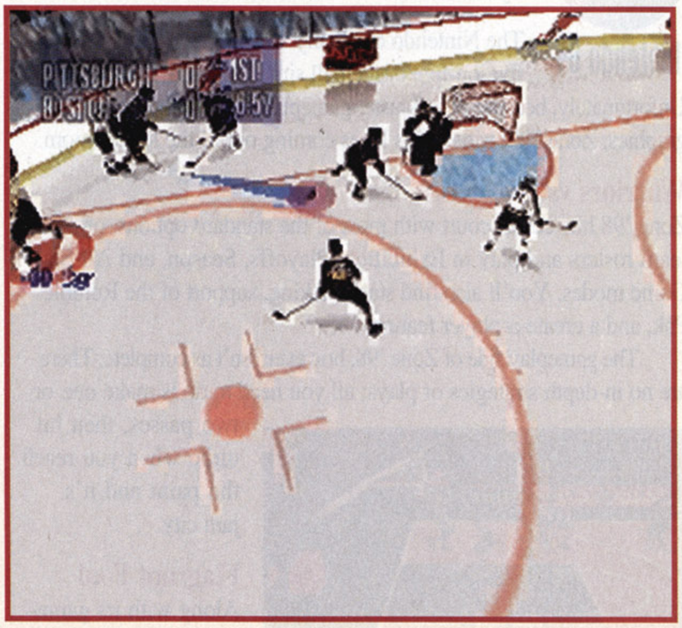
PROTIP: To avoid a costly turnover, aim toward the boards when making a pass out of your zone.

PROTIP: Be sure to pass to your forwards when you race up ice. If you use a defenseman on the offensive charge, your scoring machine may be the one who is left to protect your goal.

Get in the Fast Lane, Grandma

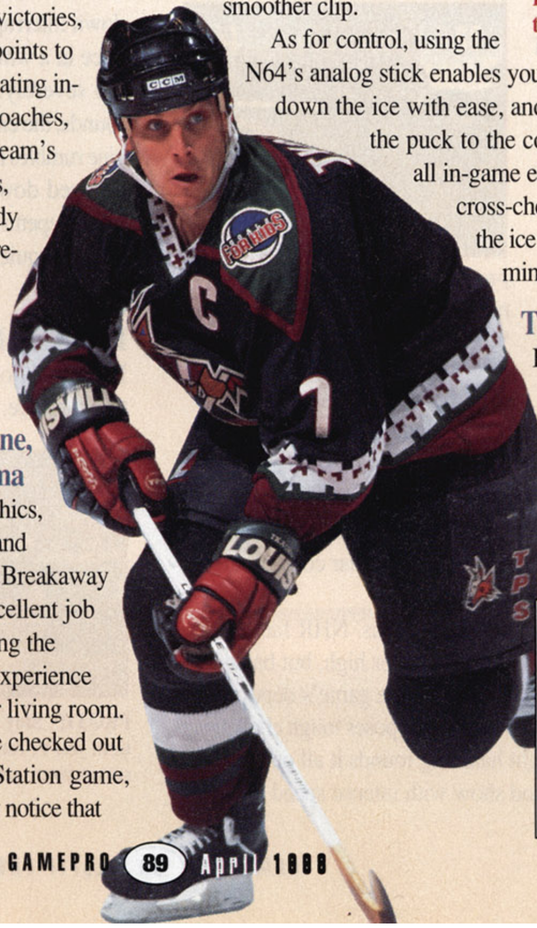
The graphics, control, and sound in Breakaway do an excellent job of bringing the hockey experience into your living room. If you've checked out the PlayStation game, you may notice that this version is pretty similar in terms of its overall appearance. Don't let that fool you, however—the N64's more powerful game engine enables the players to look a lot better and to move much more fluidly, and the action flies by at a noticeably smoother clip.

As for control, using the N64's analog stick enables you to race your players up and down the ice with ease, and with icon passing, you can get the puck to the correct guy at anytime. The overall in-game effects, from the hard-hitting cross-checks to the sound of the skates on the ice (which was tastefully kept to a minimum), work nicely.



PROTIP: Use correct player positioning to avoid leaving the opposition's winger open for a clear shot on net.

PROTIP: One-timers are an effective way to ignite the red light.



The Red Light Goes On

Breakaway offers a solid sim-hockey experience that, until now, has been missing on the N64. So if you're looking for something a little more like the real thing, you'd do well to hit the ice with this title. G

NHL Breakaway '98 by Acclaim

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.0	4.5

Price not available
64 megs
Available now
Hockey

4 players
Challenge: Adjustable
Replay value: High
ESRB rating: Everyone

NBA In The Zone '98

By The Rookie

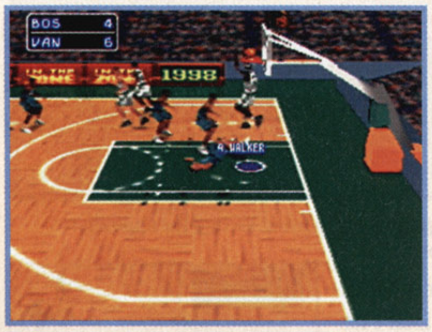
Nintendo 64

The Nintendo 64 finally sees the arrival of its first five-on-five basketball sim in NBA In the Zone '98. Unfortunately, because of lackluster gameplay and less-than-spectacular graphics, Zone N64 trips on its laces coming out of the locker room.

Warriors vs. Nuggets

Zone '98 hits center court with most of the standard options, offering team rosters and play in Exhibition, Playoffs, Season, and All-Star Game modes. You'll also find stats tracking, support of the Rumble Pak, and a create-a-player feature.

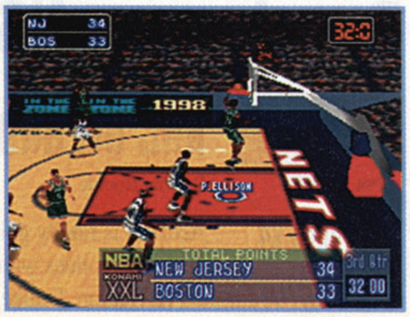
The gameplay side of Zone '98, however, isn't as complete. There are no in-depth strategies or plays; all you need to do is make one or two passes, then hit turbo when you reach the paint and it's jam city.



PROTIP: Press the bottom C and B buttons when you reach the paint to rock the rim.

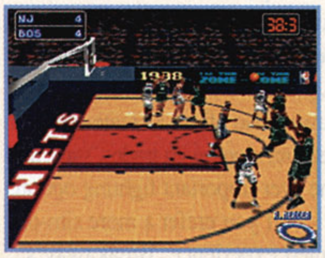
Flagrant Foul

Along with its gameplay, Zone's graphics and sound really fail to do the N64 any justice, though the control is adequate. Overall, the game is plagued with a blurry look: The courts lack fine-tuned clarity and the players merely look 32-bit with a little added polish. The sound is also very ho-hum and does nothing to add or heighten the experience. As for control, the shameful lack of icon passing isn't really a big problem because of the limited amount you have to do.



PROTIP: Be sure to keep an eye out for any isolation in the lane: More times than not, your center will be wide open.

With such high hopes riding on this title, Zone '98 leaves hardcore sim gamers with nothing but a flat Spalding. However, if you're a gamer who prefers arcade-style action, a rental will help you to decide if Zone '98 should earn a permanent spot in your rafter. **G**



PROTIP: Drive the lane, then kick the ball out to your shooting guard as he spots up behind the arc for a 3-point attempt.

NBA In The Zone '98 by Konami

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.5	2.5

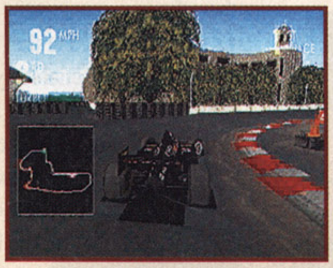
Price not available
96 megs
Available now
Basketball
4 players
Challenge: Adjustable
Replay value: Medium
ESRB rating: Everyone

Newman/Haas Racing

By Air Hendrix

PlayStation

With the CART season just starting up, Newman/Haas Racing finally gets Indy car racing done right on the PlayStation. NHR flashes past the finish with finely tuned gameplay and strong graphics that propel it into the upper ranks of open-wheel racing on the PlayStation.



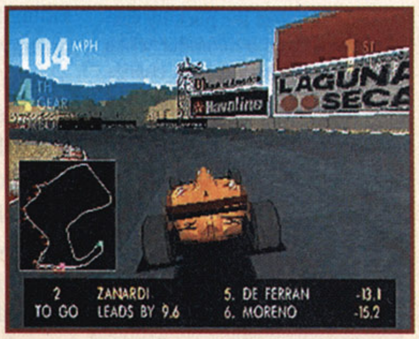
PROTIP: As you learn the courses, pick visual markers that remind you when to begin braking before tough turns, such as the tree in front of Turn 7 in Toronto.

Pole Position

NHR qualifies well with 16 pro drivers (including favorites like Alex Zanardi and Michael Andretti) and 11 real-life tracks, such as Laguna Seca, the Milwaukee Mile, and Long Beach. However, the absence of a create-a-driver feature, racing lines, and rearview mirrors will disappoint many racing fans, though the comprehensive car configurations and two-player split-screen battles will score big.

More importantly, the gameplay really rocks. NHR factors in enough arcade sensibility to keep the action factor high, but balances that with enough sim-style realism to maintain the game's depth. The result is addictive, adrenaline-packed racing that poses tough challenges without becoming frustrating. Tight handling rounds it all out.

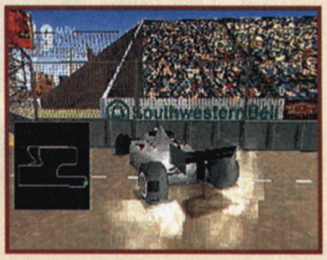
Visually, NHR puts on a good show with intense speed and nicely detailed tracks and cars. Moderate draw-in problems and occasional slowdown interrupt the action once in a while, but not too severely. As for sounds, the engaging engine rumbles and roars are dragged down by the weak, repetitive announcers, who quickly get annoying.



PROTIP: To avoid skidding out in turns, finish braking before you enter the turn, then accelerate all the way through it.

PPG Cup Favorite

If you're into open-wheel racing but F1 Championship Edition's a little too hardcore, NHR blows by Sony's CART World Series. Until something better rolls up to the starting line, NHR's the early favorite for this year's PPG Cup. **G**



PROTIP: Stay in the practice session until you've memorized the track and set up your car correctly.

Newman/Haas Racing by Psygnosis

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.5	4.5

$49.95
Available March
Indy car racing
2 players
11 tracks
Multiple views
Challenge: Adjustable
Replay value: High
ESRB rating: Everyone

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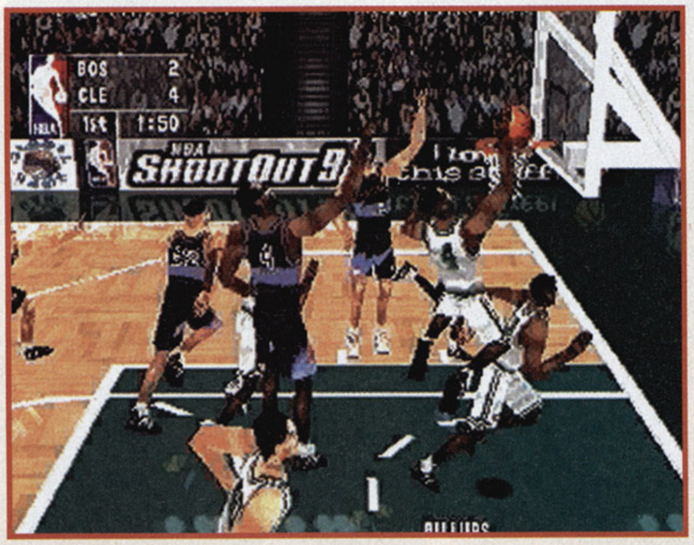
NBA Shoot Out '98

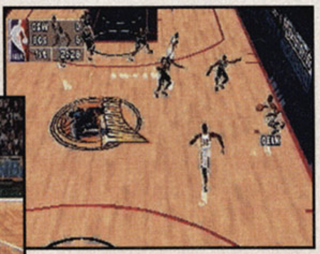
PlayStation

By The Rookie



NBA Shoot Out '98 looks to deliver the entire hoops package, including crazier dunks than Live '98.

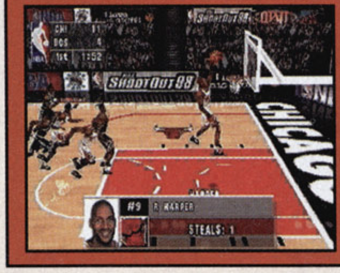
Rim-Shakin' Dunks



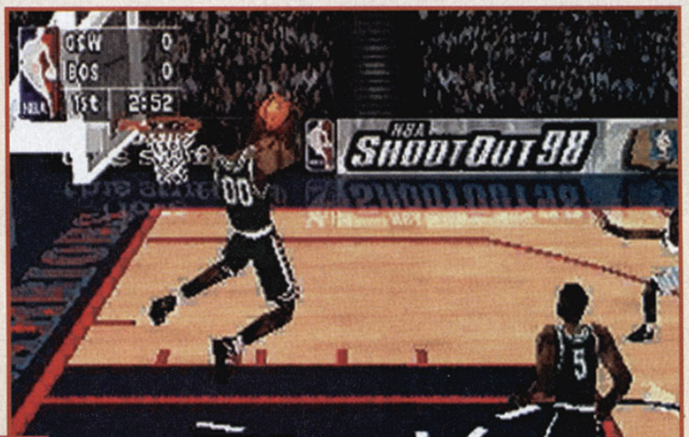
Sony's looking to bring some serious oncourt flash and funk with NBA Shoot Out '98. The variety of dunks has improved this year; players can now get nasty with no-look and double-clutch rim rockers. And with the addition of Total Control Dunking, ballers can choose to deliver their favorite whenever they drive the paint. Tip slams have also been added, along with a bigger shot repertoire that includes leaners and fade-aways. Hoop-heads can also control a specific player to cut to the basket with the new Icon Cutting feature. In the hands-on copy we played, the new additions worked well and really added to the game's fun and intensity.

Developed and published by Sony
Available March
80% COMPLETE

Gimme the Rock



On the graphics side, Shoot Out looks just as polished as in previous years, but the camera angles in this unfinished version definitely leave something to be desired: At times, players bunch up along the far sideline, making it hard to see who has the ball. In other views, the action seems just a bit too far removed to make it look in-your-face spectacular. The gameplay moves along at a fast clip, and the A.I. is definitely more challenging than Live's, but the computer tends to steal the ball way too much. As for features, all the standards are included, along with icon passing, create-a-player, and a draft mode. If Sony does a little tweaking here and there, Shoot Out '98 might just run Live right off the court.



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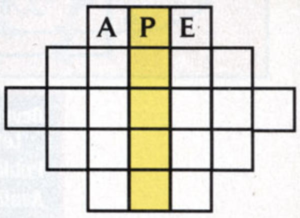
What happens next? There will be four more puzzles at $2.00 each and one much tougher tie-breaker at only $1.00, all of which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the Grand Prize they are playing for.

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the middle. Hint: use the Mystery Word Clue.

MYSTERY WORD FIND



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ASK
MUTANTS
CHASE
PET
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MAJOR
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EAT
FRONT
QUEST
ANT
INVADER
TOWER
SET
APE
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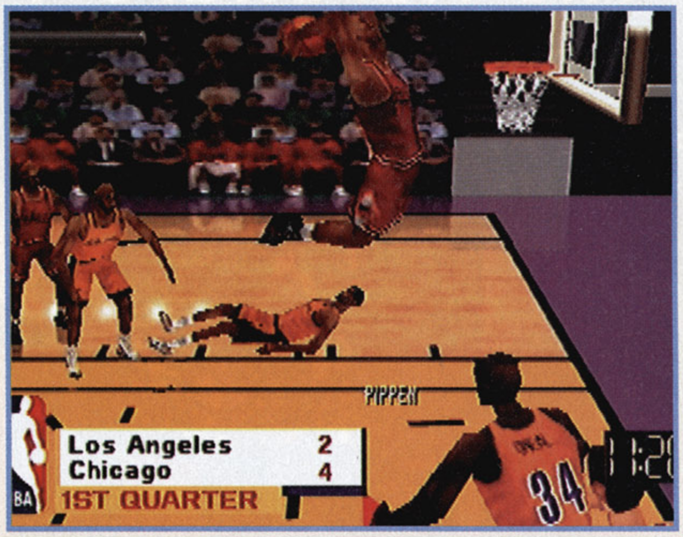
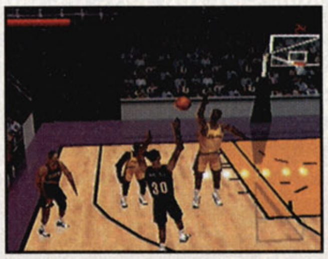
NBA Courtside

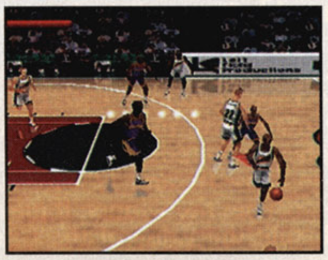
FIRST LOOK

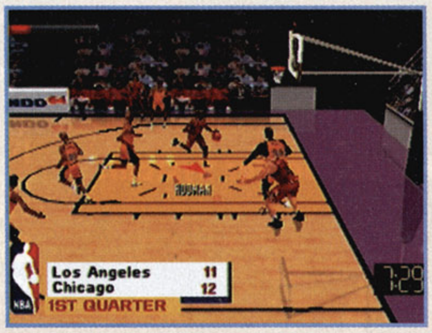
Nintendo 64


PIPPEN
Los Angeles 2
Chicago 4
1ST QUARTER
34

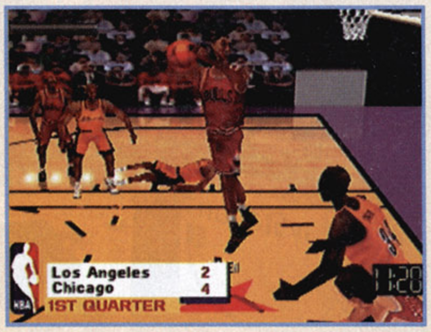
Despite the disappointing In The Zone '98, there's still hope for N64 hoops fans (even if it comes practically at the end of the season) as Nintendo preps the promising NBA Courtside for a late April release. A five-on-five b-ball game, Courtside will take it to the hole with all the pro teams and most of the players, as well as motion-captured polygonal graphics. In addition to the standard lineup of steals, dunks, and the like, Nintendo's planning to add lots of special moves controlled directly by the gamer, including behind-the-back passes, two-handed dunks, spins, posting up, and more. Finally, Sonics announcer Vic Orlando will call the game, and Courtside will support the Rumble Pak to jack up the intensity of dunks and on-court collisions.—*Air Hendrix*






Los Angeles 11
Chicago 12
1ST QUARTER
7:29

Orlando 2
New York 4
1ST QUARTER
3:58


Los Angeles 2
Chicago 4
1ST QUARTER
11:20

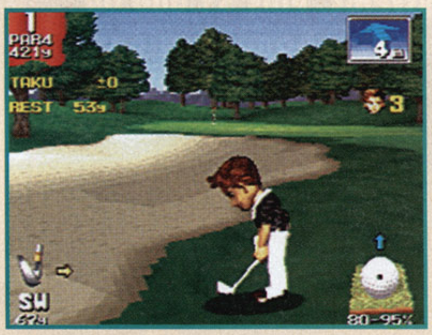
Developed by Left Field Entertainment
Published by Nintendo
Available April

80% COMPLETE

Hot Shots Golf

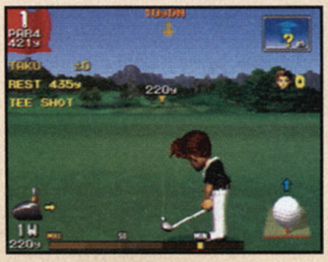
HANDS-ON

PlayStation


PAR4
TAKU ±0
REST 53y
SW
80-95%

PAR4
MARY ±0
REST 134y
REPLAY
9.76y
98-100%

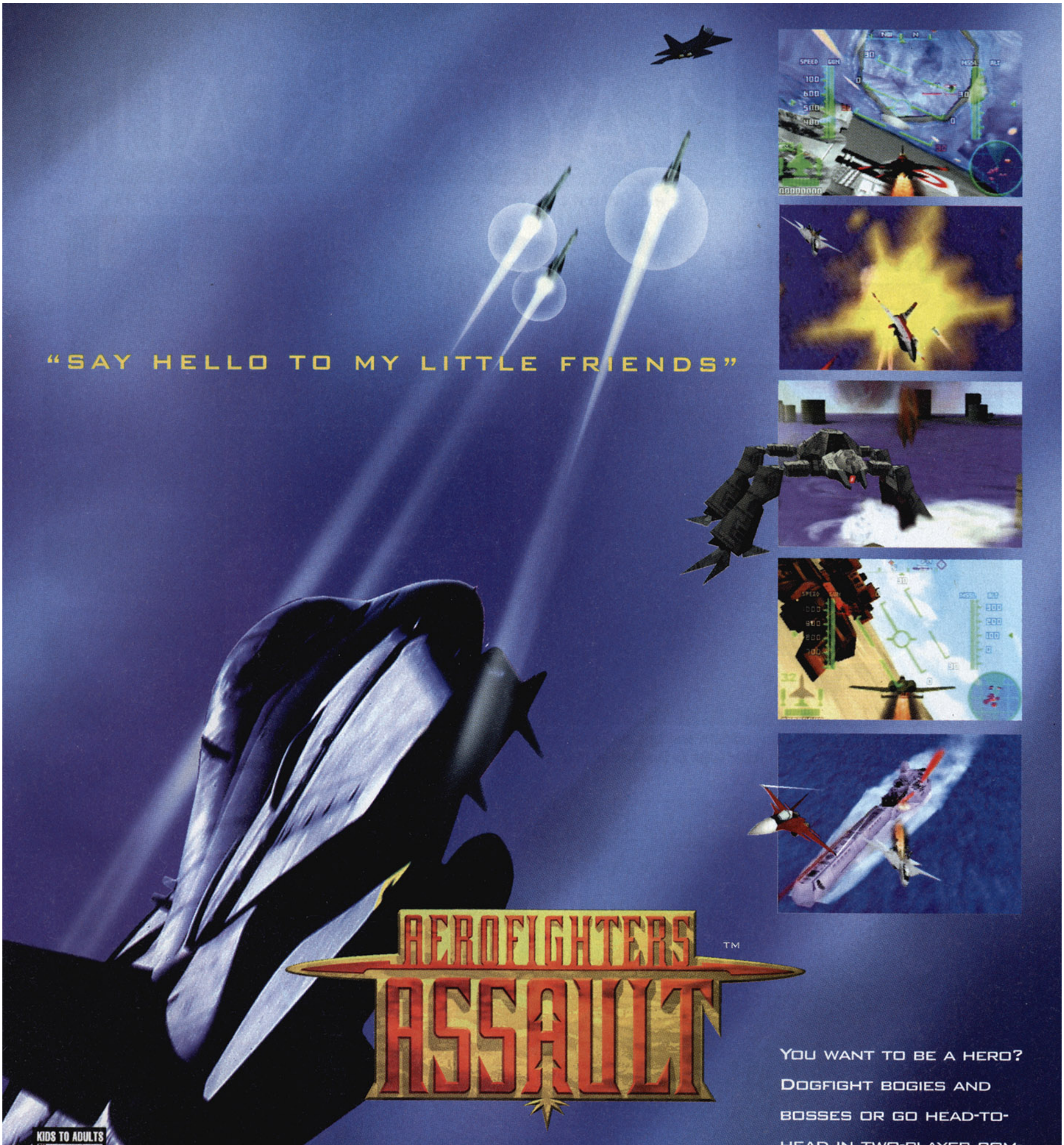
A huge hit in Japan, Hot Shots Golf is setting up on American tees with its unique brand of arcade-style golf. If you can put up with the game's kiddie look, you'll uncover an enjoyable, action-packed day at the links. Players select from six fantasy courses and ten munchkin-sized golfers, then swing away on what are easily the best-looking courses in PlayStation golf. The phenomenally fast loading times and intuitive controls give the game a slick action feel that should appeal to a much broader audience than PGA Tour '98 did.—*Air Hendrix*


PAR4
TAKU ±0
REST 435y
TEE SHOT
220y
1W

PAR4
MARY ±0
REST 24y
SW
45-60%

Developed and published by Sony
Available May

90% COMPLETE


"SAY HELLO TO MY LITTLE FRIENDS"
AEROFIGHTERS ASSAULT™

YOU WANT TO BE A HERO? DOGFIGHT BOGIES AND BOSSES OR GO HEAD-TO-HEAD IN TWO-PLAYER COMBAT IN STUNNING GRAPHIC ENVIRONMENTS TO SAVE THE EARTH YET AGAIN. THERE ARE 10 LEVELS OF FAST ACTION THAT DEMAND FAST REACTION. JOIN THE BATTLE IN THE ONLY GAME THAT MATTERS.

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

Designed For N64 Rumble Pak™

NINTENDO64

VIDEO SYSTEM
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PARADIGM ENTERTAINMENT

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ROLE-PLAYER'S REALM

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES • APRIL '98

HANDS-ON PREVIEW

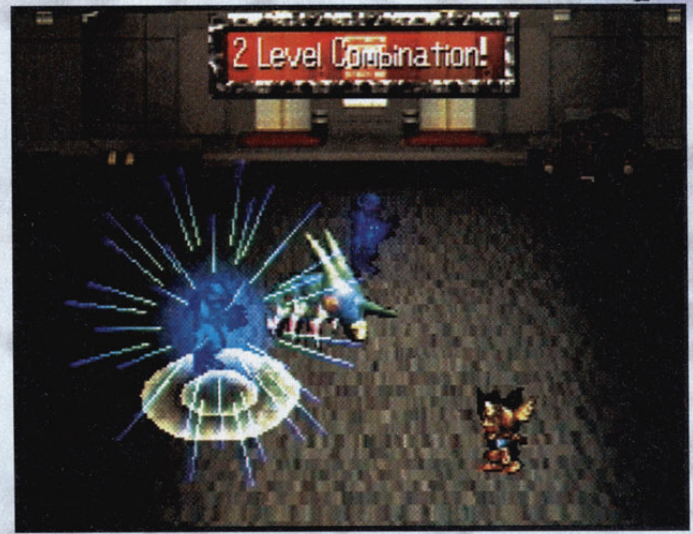
SaGa Frontier

PlayStation

By Robinson Hood

SaGa Frontier™ サガ フロンティア

Red
Team Select
Member Select
△ Change Position
○ Battle!



Boasting over 140 hours of gameplay, multiple endings, and seven separate character adventures, SaGa Frontier leaps to the head of 1998's RPG prospects.

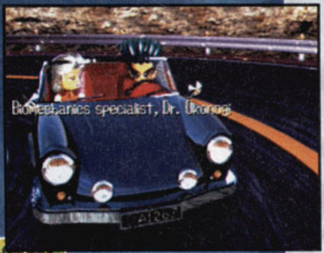
Scintillating Spells

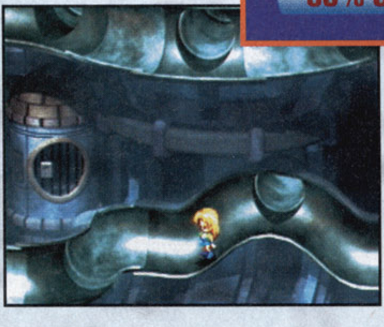
BlueFighter

Not only does SaGa Frontier have intriguing gameplay to hook RPGers, but it has awesome graphics to match. As you explore SaGa's 30-plus rendered 3D regions, you'll be floored by the amazing graphics, especially when casting spells. The environments and enemies spring to life with color and cool lighting effects, so much so that you'll continuously want to find new spells to cast just to see what happens next. Although it's still unfinished, SaGa Frontier already looks like a worthy follow-up to Final Fantasy VII. Definitely watch your stores for this one.

A New Frontier

The most refreshing and unique aspects of SaGa Frontier are its huge variety of characters and missions. Players sign on as one of seven selectable heroes, who range from a woman trying to avenge her fiancé's murder to a monster hoping to save his homeland—each with their own unique characteristics, spells, and adventures. Up to 15 characters can join your party as you embark on your heroes' quest for murder, revenge, or self-discovery (depending on who your main character is, of course). With so many journeys and unique characters throughout the game, SaGa Frontier seems destined to catch the attention of RPG fans around the world.


Biomechanics specialist, Dr. Okonogi

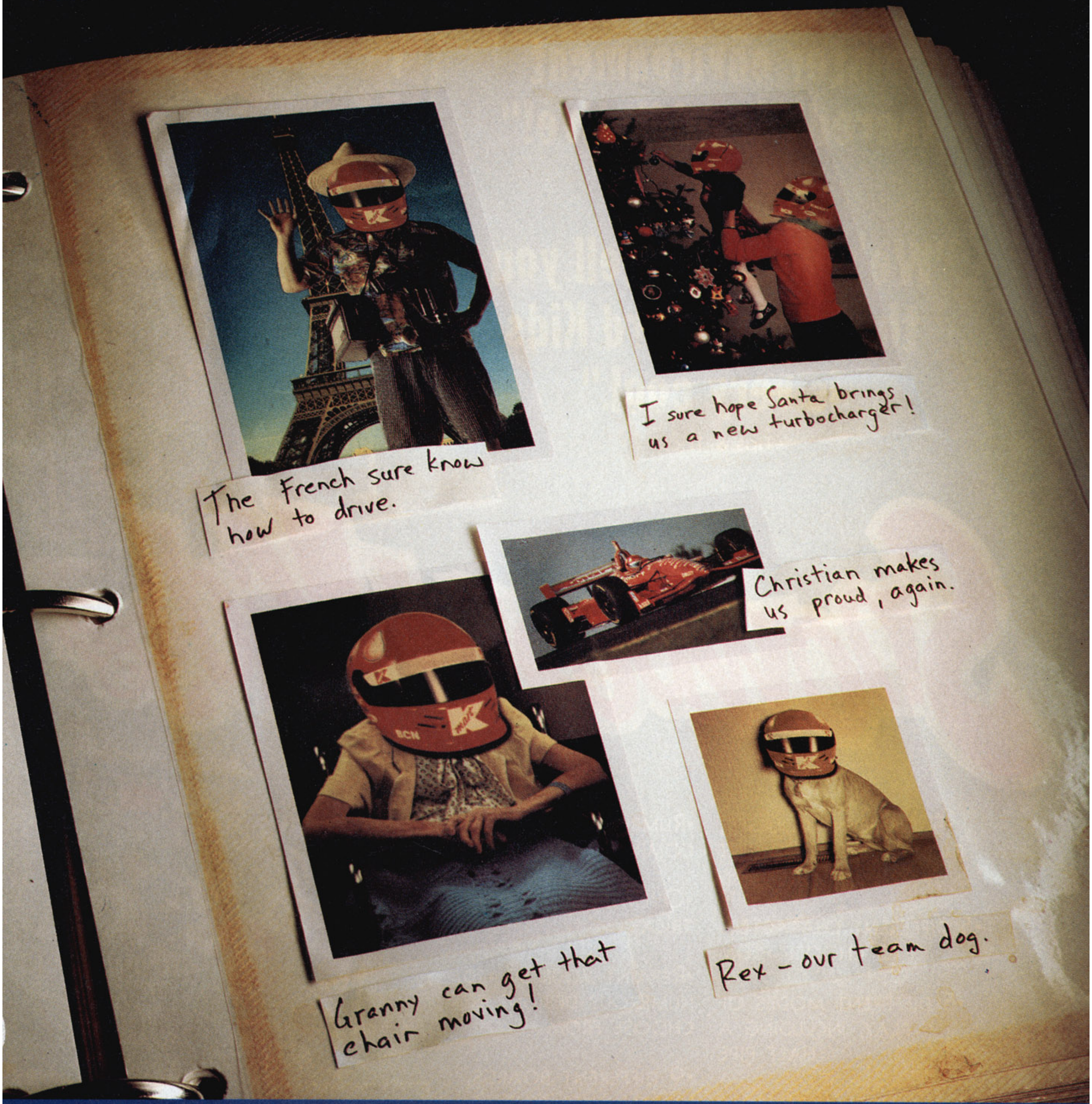


Developed by Square Soft
Published by Sony
Available March

80% COMPLETE

PSYGNOSIS

A game developed by people with racing in their blood.


The French sure know how to drive.
I sure hope Santa brings us a new turbocharger!
Christian makes us proud, again.
Granny can get that chair moving!
Rex - our team dog.

Introducing the only game designed with the help of America's favorite racing family. Newman/Haas Racing. ***Welcome to the family.***

EVERYONE E CONTENT RATED BY ESRB

39.5
1 15
0.0
96
0
1:29.86
Snap-on

PlayStation™

NEWMAN HAAS™
RACING
a winning indy car tradition

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"Like Mario Kart in a winter environment incredibly addictive!"

-Nintendo Power,
Pak Watch, Volume 103

LAP 1/3
1096
1
200
LAP 1/3
4

"We're here to tell you that Snowboard Kids is very cool."

-Tips & Tricks

LAP 1/3
LAP 1/3
1
220
3
200
LAP 1/3
LAP 1/3
4
0
2
0

Snowboard Kids

- 9 DIFFERENT COURSES, EACH OVER A DIFFERENT TERRAIN
- 5 DIFFERENT CHARACTERS TO CHOOSE FROM
- 5 DIFFERENT MODES OF PLAY, INCLUDING A HALF PIPE
- 4 PLAYER SIMULTANEOUS BATTLE RACES
- RUMBLE PAK COMPATIBLE
- OVER 36 DIFFERENT TRICKS
- REPAINT YOUR BOARD, NUMEROUS DESIGNS TO CHOOSE FROM
- 9 DIFFERENT BOARDS, HIDDEN ONES TOO, IF YOU'RE GOOD ENOUGH

POINT 60
TRICK GAME
TIME LIMIT 02'11"43

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

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Designed For N64 Rumble Pak™

NINTENDO64

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Don't be board
this winter!

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RESIDENT EVIL 2

PlayStation

Evil returns for another helping of suspense and gore with Resident Evil 2. Playing as Claire, come with us as we plunge into the heart of pure Evil!

By Major Mike

Important Characters

Claire Redfield

Claire can pick locks so she doesn't have to carry extra keys in her inventory.

Sherry Birkin

Sherry is the daughter of William and Annette Birkin, two top scientists for the Umbrella Chemical Corporation. You assume her identity twice.

Leon Kennedy

A rookie cop, Leon encounters Claire once. Leon has a different walkthrough than Claire.

Weapons

Note: You find different weapons in Leon's game.

Combat Knife

The combat knife is better than nothing, but not by much. Use it only if there's nothing else.

MAC11 Machine Gun

The machine gun fires several rounds each second and works well against all monsters. It takes up two slots in your inventory, though.

M79 Grenade Launcher

You can load the grenade launcher with three types of rounds: acid, exploding, or flame.

Spark Shot

The Spark Shot has a range of up to 10 feet and is more effective on "living" creatures like mutated dogs and Lickers. The Spark Shot takes up two slots in your inventory.

Bow Gun

The bow gun fires three bolts with each shot and is most effective at close range. It carries a maximum of 18 shots.

Browning HP

The Browning pistol is a good all-around weapon, but not very powerful. It carries a maximum of 13 9mm rounds.

Herb Combinations

Green Herbs

This herb restores some health. Combine two Green Herbs to restore more health.

Red Herbs

When mixed with a Green Herb, Red Herbs can fully restore health.

Blue Herbs

Used by itself, a Blue Herb cures you if you're poisoned. Mix the Blue Herb with a Green Herb and you can restore some health and cure your poisoned status.

New Monster

Lickers

In addition to the mutated dogs and zombies from the first game, Resident Evil 2 introduces a new terror, Lickers, fast-moving killers with razor-sharp claws. A Licker's tongue can shoot long distances quickly and inflict damage. The Licker's deadliest attack is a running slash that's preceded by a terrifying scream.

Configuration

Press Select during gameplay to bring up the Configuration option. To make shooting monsters easier, select the Type C setting, which has auto-aiming.

Legend to Common Items on the Maps

These items are found on most of the maps. Additional items appear on some of the maps and are accompanied by their own Special Items legend.

AR = Acid Rounds
BB = Bow Gun Bolts
BH = Blue Herb
CH = Chest
FA = First-Aid Spray
FR = Flame Rounds
GH = Green Herb
GR = Grenade Rounds
HB = Hand Gun Bullets
IR = Ink Ribbon
RH = Red Herb
TY = Typewriter

Room Coding

Throughout the walkthrough and on the maps, you'll see alphanumeric abbreviations which represent different locations in the game and specific areas and rooms within each location. Use the legend below to decipher the location's abbreviation. The specifc area or room number is added at the end of the abbreviation. For example, PS2F-2 means Police Station 2nd Floor, Room 2.

CA = City Area
LB4 = Laboratory, Basement 4
LB5 = Laboratory, Basement 5
PSB1 = Police Station, Basement 1
PS1F = Police Station, 1st Floor
PS2F = Police Station, 2nd Floor
PS3F = Police Station, 3rd Floor
SB1 = Sewer, Basement 1
SB2 = Sewer, Basement 2
SD = Sewage Disposal
T = Transport
VF1F = Vacant Factory, 1st Floor
VFB1 = Vacant Factory, Basement 1

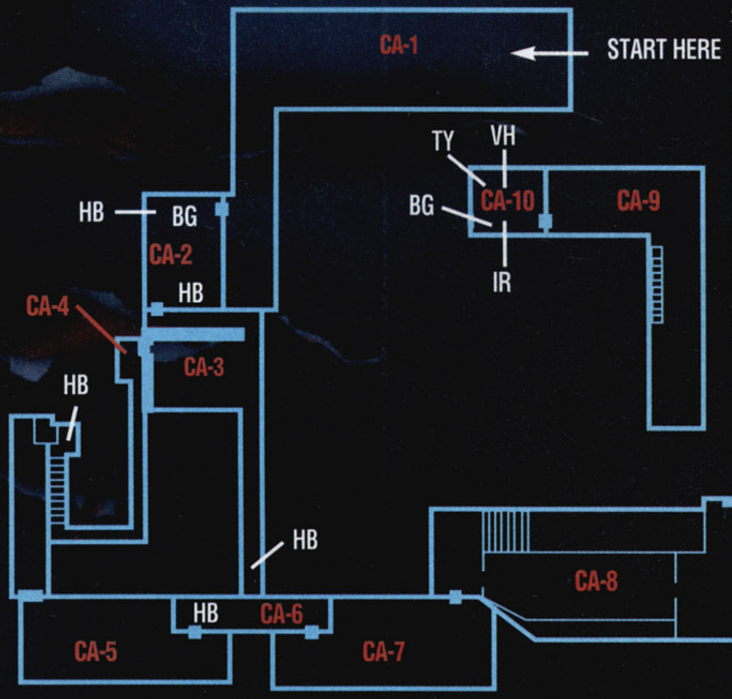
Special Items Legend

Note: Room numbers are in red.

BG = Bow Gun
VH = Valve Handle

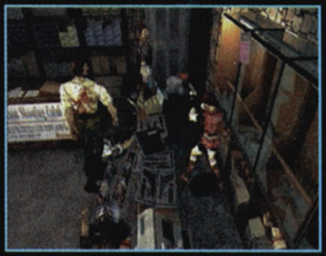
Part 1: Raccoon City

City Area (CA) Map



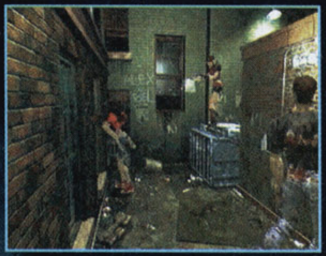
City of the Dead

The game starts by a wrecked oil truck (CA-1). As Claire, you're surrounded by zombies. In your inventory is the pistol, 13 rounds, and a combat knife. Run past the zombies to the gun shop (CA-2).



Talk to the gun shop owner and get the two boxes of bullets off the shelf. After the zombies break through the window, shoot them and get the bow gun off the store owner's corpse. For extra protection from the zombies, shoot them from behind the store counter.

Run to the van at the end of the alley (CA-3). When the zombies attack, get the bullets out of the van and mow them down. Exit the alley through the basketball court.



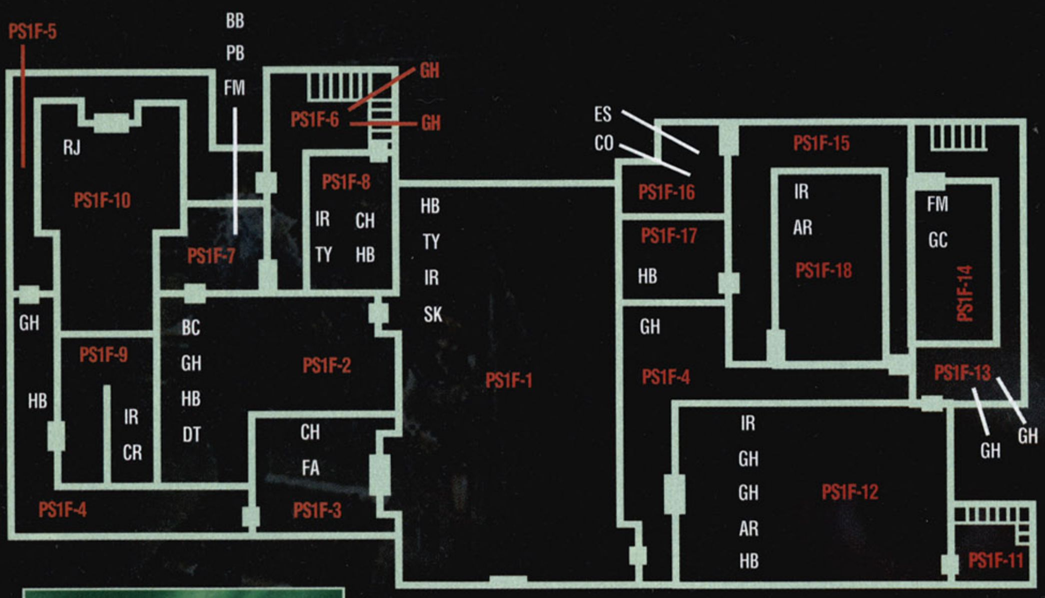
Walk up the stairs, across the balcony, then down the stairs on the other side (CA-4). Fish the bullets out of the trash on your right. Stand on top of the dumpster and shoot the zombies. In the next area (CA-5), run past the dining zombies and board the bus at the end of the street.

When you board the bus (CA-6), get the bullets off the seat to your left. Aim low to shoot the crawling zombie on the right. Next, blast the zombie at the front of the bus, then get off the bus and run to the end of the street (CA-7).

Enter the gate. In the next area (CA-8), two zombies approach to your right. To avoid them, take the stairs directly ahead of you.

Enter the Police Station.

Police Station 1F (PS1F) Map


PS1F-5
BB
PB
FM
GH
PS1F-6
GH
RJ
PS1F-10
PS1F-8
IR
CH
TY
HB
PS1F-7
HB
TY
IR
SK
ES
CO
PS1F-16
PS1F-15
PS1F-17
IR
AR
PS1F-18
FM
GC
PS1F-14
HB
GH
GH
BC
PS1F-9
GH
PS1F-2
PS1F-1
PS1F-4
PS1F-13
HB
IR
HB
CR
DT
CH
FA
IR
GH
GH
GH
GH
PS1F-12
AR
PS1F-4
PS1F-3
HB
PS1F-11

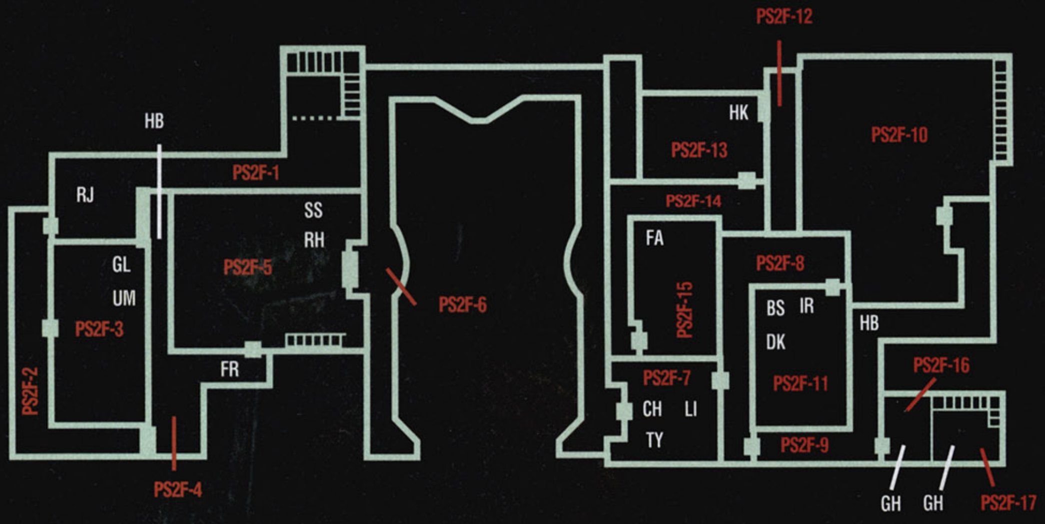
Special Items Legend

BC = Blue Card Key
CO = Cord
CR = Crank
DT = Detonator
ES = Eagle Stone
FM = Film
GC = Gold Cogwheel
PB = Plastic Bomb
RJ = Red Jewel
SK = Spade Key

Special Items Legend

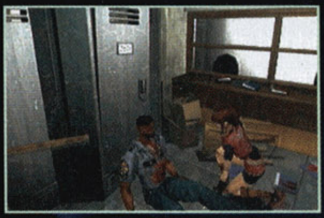
BS = Blue Stone
DK = Diamond Key
GL = Grenade Launcher
HK = Heart Key
LI = Lighter
RJ = Red Jewel
SS = Serpent Stone
UM = Unicorn Medal

Police Station 2F (PS2F) Map

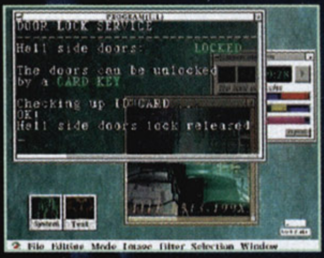

PS2F-12
HB
HK
PS2F-13
PS2F-10
RJ
PS2F-1
PS2F-14
SS
RH
FA
GL
PS2F-5
PS2F-8
UM
PS2F-6
PS2F-15
BS
IR
PS2F-3
DK
HB
PS2F-2
FR
PS2F-7
PS2F-16
CH
LI
PS2F-11
TY
PS2F-9
PS2F-4
GH
GH
PS2F-17

Part 2: Police Station

At the Police Station



Inside the Police Station's main hall (PS1F-1), enter the second door to your left. Talk to the wounded police officer (PS1F-2).



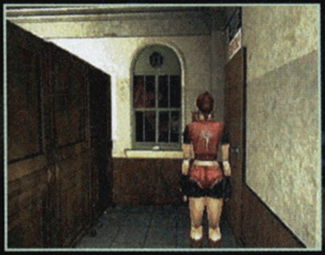
```
DOOR LOCK SERVICE
----------------------------------
Hall side doors:          LOCKED

The doors can be unlocked
by a CARD KEY

Checking up ID CARD ...
OK!
Hall side doors lock released
```

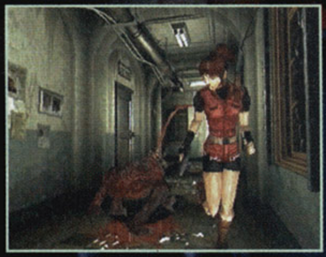
File Editing Mode Image Filter Selection Window

When you're kicked back into the main hall, head to the computer and use the Blue Card Key the officer gave you. The card unlocks two doors (PS1F-3 and PS1F-4).

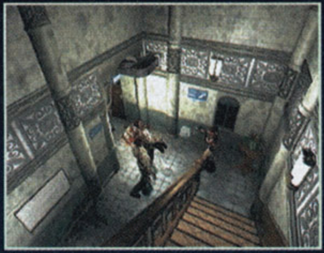


Go into PS1F-3 and take the Police Memorandum off the couch. Pick the lock on the desk and get the first-aid spray. Pay no attention to the monster that passed in front of the window!

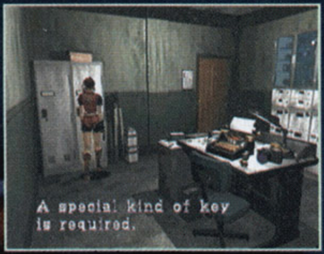
Meet a Licker



When you reach the pool of blood in the hallway (PS1F-4), you meet your first Licker. After the Licker drops to the floor, run around it and exit through the door at the end of the hall. As you're walking down the next hallway (PS1F-5), avoid the windows.



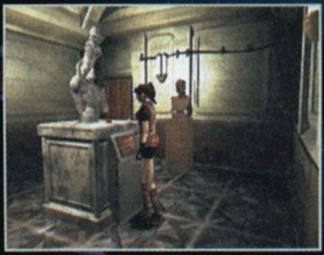
Four zombies are waiting in the next room (PS1F-6). Blast 'em and go to your left. Enter the door next to the staircase. Don't try to open the door to the right—you need a key.



A special kind of key is required.

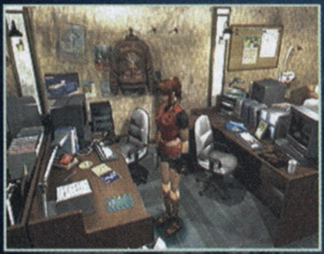
Collect the items in the Dark Room (PS1F-8), then go back out to the hall (PS1F-6) and head upstairs.

Red Jewel



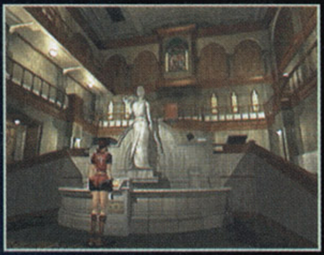
At the end of the hall (PS2F-1) is a statue puzzle. Face the jewel statue and move the black statue against the wall to your left, then move the rust-colored statue against the wall to your right. The jewel statue releases the red jewel after you move both statues.

Unicorn Medal

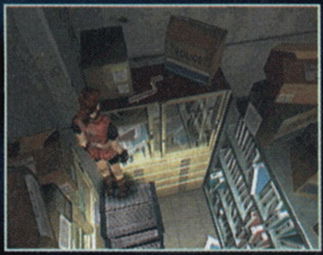


Go through the next hallway (PS2F-2) and into the S.T.A.R.S. Office (PS2F-3). Now get the grenade launcher from the locker and the Unicorn Medal from under Chris's Diary.

Spade Key

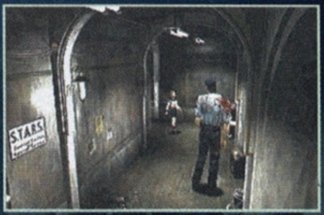


Return to the main lobby on the first floor (PS1F-1). Don't forget about the Licker in the hallway (PS1F-4). Two shots from the grenade launcher should lick him. In the lobby, put the Unicorn Medal in the slot at the base of the fountain. The statue drops the Spade Key.



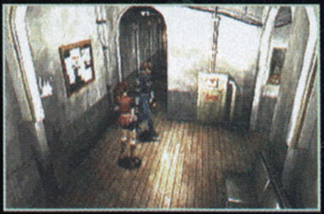
Backtrack to PS1F-4 and open the door near the pool of blood (PS1F-9). Next, push the stepladder against the south wall and climb it to get the crank.

The Little Girl



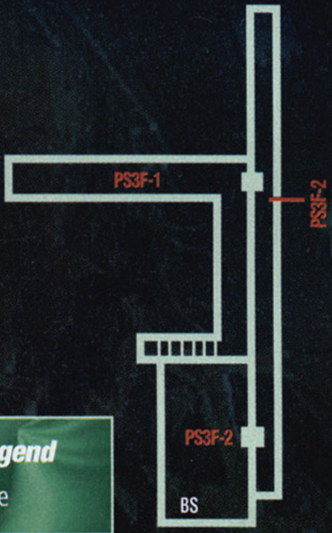
Head back to the second floor (PS2F-1). When you enter the hallway (PS2F-2), you see a little girl run away from a zombie. Blast the zombie and open the door at the end of the hall.

Leon



In the next room (PS2F-4) is Leon. Talk to him, then get the bullets at the end of the dead-end hallway. Open the locked desk and grab the flame rounds you find inside for the grenade launcher.

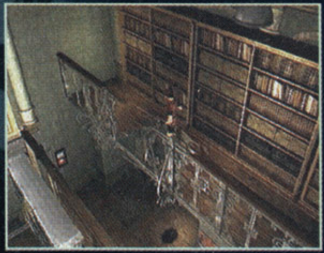
Police Station 3F (PS3F) Map



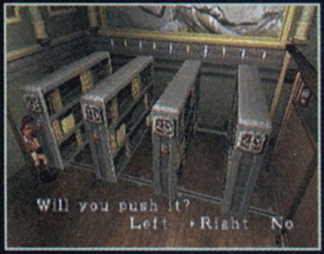
Special Item Legend

BS = Blue Stone

The Serpent Stone

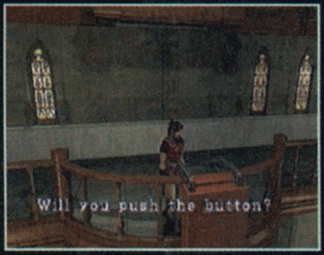


The Library on the second floor (PS2F-5) is next. Walk up the steps (to PS3F-1) and follow the balcony to the end. After you fall through the floor (and back down into PS2F-5), look at the bronze plate to your right, then press the power switch.



Will you push it?
Left ▸Right No

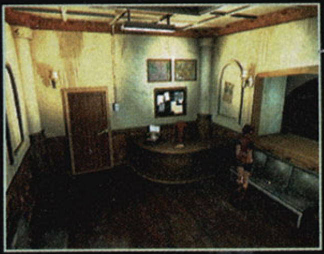
Face the four bookshelves and label them A, B, C, and D from left to right. Go to A and slide it to the right once. Now slide B to the right once. Return to the bronze plate and get the Serpent Stone.



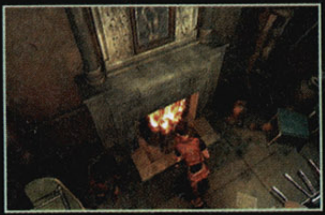
Will you push the button?

Exit the Library to the balcony over the lobby (PS2F-6). Run to the door on the other side (PS2F-7), but be ready to shoot some zombies. Along the way, press the button on the emergency ladder.

Red Jewel

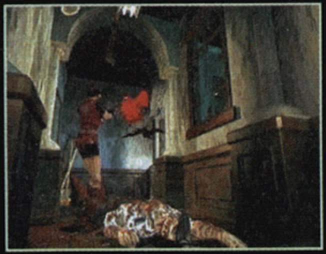


In the waiting room on the other side of the balcony (PS2F-7), get the lighter. Backtrack to the first floor (PS1F-10). Use the emergency ladder (PS2F-6) for a shortcut.

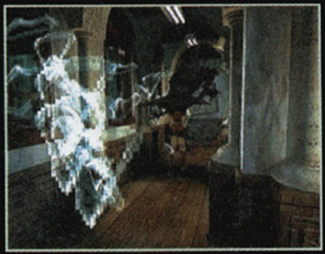


Inside PS1F-10, light the fire under the creepy painting in the backroom. Get the Red Jewel that falls out of the painting and return to PS2F-7.

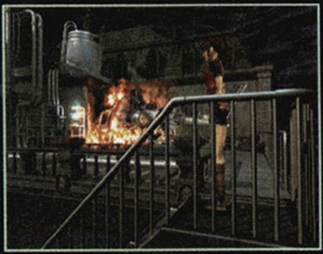
The Birds



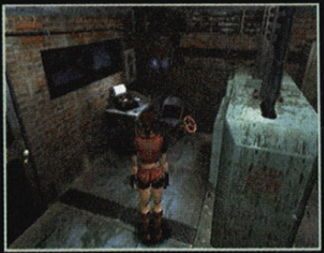
Go through the door in the Waiting Room next to the typewriter. In the next room (PS2F-8), turn to your right and go through the door into the next hallway (PS2F-9). Slowly walk down the hall. Have the pistol ready. When you turn the corner, shoot the two crows. Search the dead cop for bullets, then walk past his body and turn to the right.



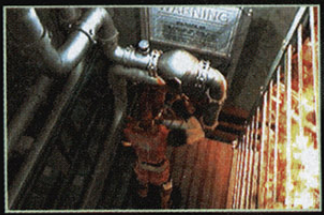
Make sure the pistol's fully loaded, then slowly walk forward until the crows break through the windows to the right. Retreat down the hall (past the dead cop), turn around, and blast the crows.



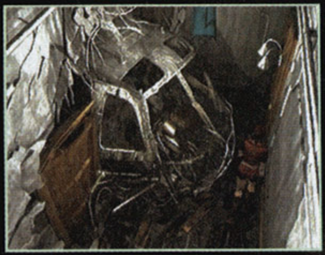
At the end of the hall is a door that leads to the roof (PS2F-10) where a helicopter crashed. From the roof, walk downstairs. At the bottom (CA-9) are several zombies. Run past them to the office (CA-10).



Collect the valve handle, ink ribbon, and bow gun. Next, return to the roof and use the valve handle on the water pressure valve.

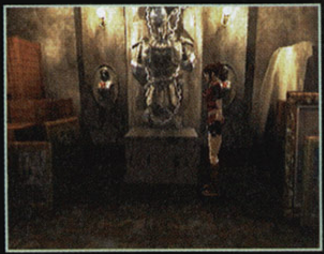


The Blue Stone

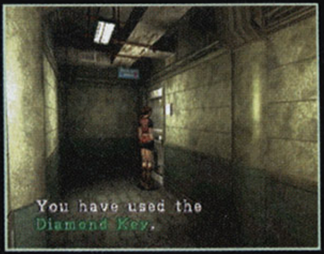


Now that the fire's out, get the two Red Jewels and go into PS2F-11. (Never mind the scream you hear.)

The Diamond Key

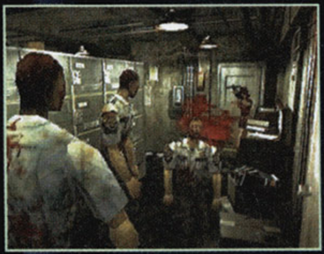


Put the jewels in the statues on each side of the armored stone statue and get the blue stone. Before you leave the area, get the ink ribbon out of the vase and the Diamond Key off the shelf.



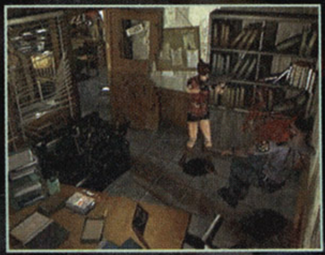
You have used the Diamond Key.

Load the grenade launcher or the bow gun, then head to PS1F-6 and enter the door at the south end of the hall.

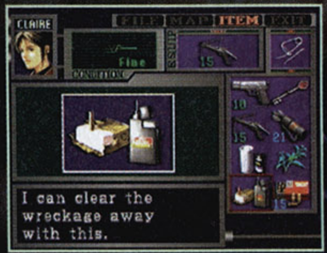


Have your weapon ready because zombies await in the next room (PS1F-7). Deactivate the dead-heads and search the lockers. You should find the plastic bomb.

The Detonator



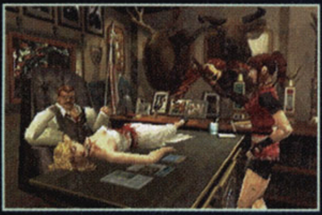
Open the other door and you'll find yourself back with the wounded police officer (PS1F-2). However, he's now a zombie! Relieve the poor guy of duty and get the detonator.



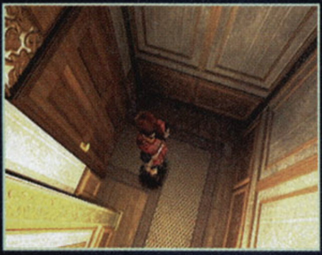
I can clear the wreckage away with this.

Combine the plastic bomb with the detonator in your item inventory. Return to the door where you heard the scream (PS2F-8) and use the bomb and detonator. After the door blows open, go into the room at the end of the hall (PS2F-12).

Officer Unfriendly

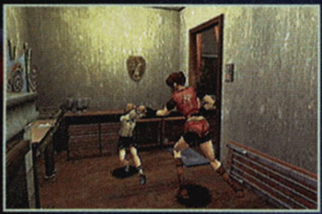


Walk over to the desk to meet Chief Irons (PS2F-13). After your "conversation," enter the door on the south wall.



Follow the passage to the door at the end (PS2F-14).

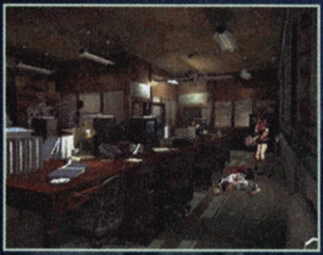
Meet Sherry



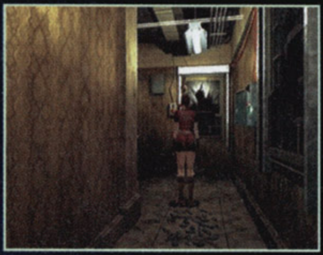
When you enter the room at the end of the hall (PS2F-15), you hear footsteps. Follow them to the dark room. Turn on the lights and talk to the little girl, Sherry.

Heart Key

After Sherry runs away, return to Irons's office (PS2F-13) and get the Heart Key off his desk. Unlock the door at PS2F-16 and go downstairs (PS2F-17) to the room at the bottom (PS1F-11). Go through the door to PS1F-12.



When you enter, get some bullets off the corpse. Blast the zombies and open the office safe. Use the combination you found in PS1F-3. Don't be fooled by the zombie face-down by the south wall; he springs to active duty if you get too close.

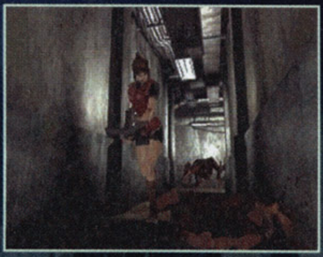


Open the door in the northeast corner of the room. Go to the end of the hallway (PS1F-13) and down the stairs.

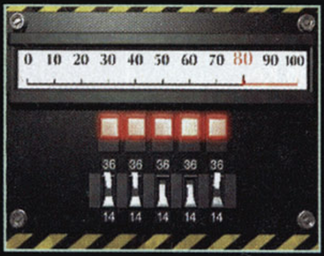
Special Items Legend

MG = Machine Gun
RC = Red Card Key
SP = Side Pack

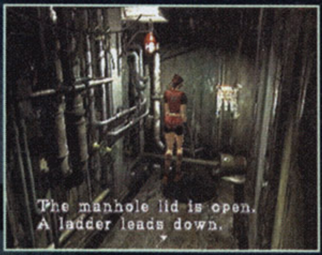
Dogs of Horror



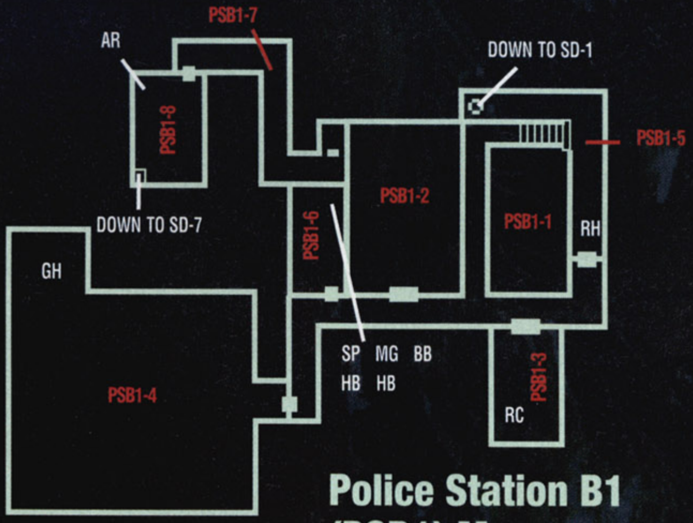
Have a weapon ready because mutated dogs are in this hallway (PSB1-1). If you're feeling gutsy—and you have the bow gun—let a dog charge you. Just before it strikes, point down and fire at point-blank range. If you do this correctly, you'll take out the mutated mutt with one shot.



After downing the dogs, enter the Power Room (PSB1-2). Go to the Reserve Power Control Panel and press the switches in this order: Up, Up, Down, Down, Up. This activates the card lock outside the Weapons Room (PSB1-3). If you're in dire need of health, there's a Green Herb in the Parking Garage (PDB1-4). Go to the door at the end of the hall (PSB1-5). Once outside, you can hear dogs, but you can't see them.

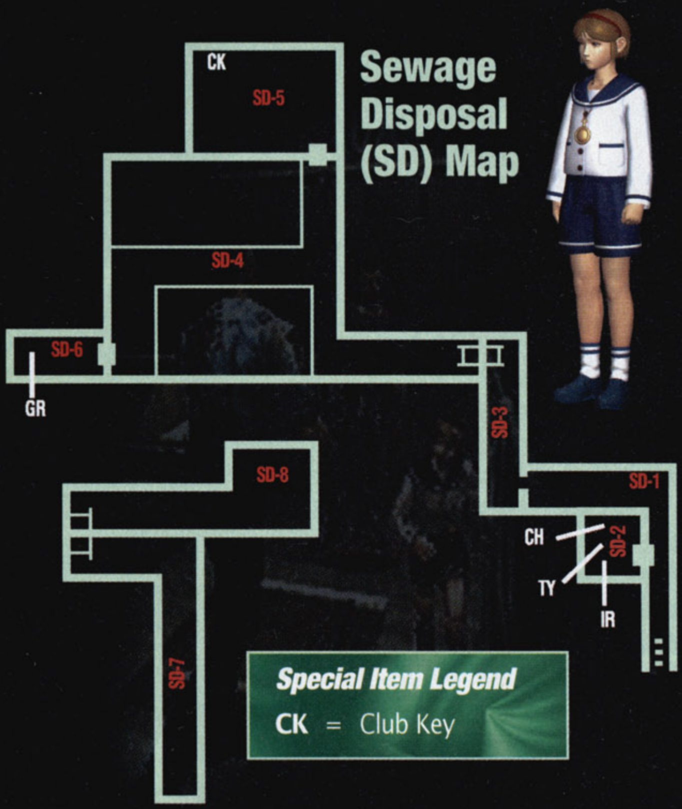


Run to the manhole at the end of the corridor. When you do, dogs jump down from above. Drop down the manhole.



Police Station B1 (PSB1) Map

Sewage Disposal (SD) Map



Special Item Legend

CK = Club Key

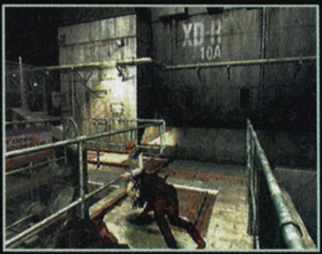
Sherry Again

Enter the Storeroom (SD-2) and save your game. Return to the hallway (SD-1) where you meet Sherry again. This time, however, you control Sherry when she runs away.

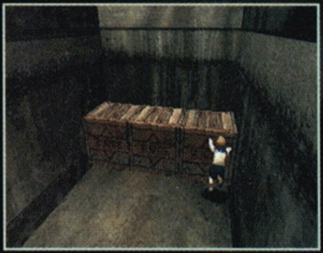
Controlling Sherry

Sherry's controls are similar to Claire's except Sherry can't use weapons. Sherry starts with a can of first-aid spray in her inventory, but she can pick up additional items for Claire. Although she can dart past zombies and other monsters with ease, Sherry can be injured. Sherry's damage isn't shown onscreen, so check her health in the inventory screen if she's attacked.

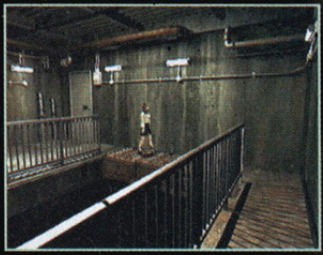
The Club Key



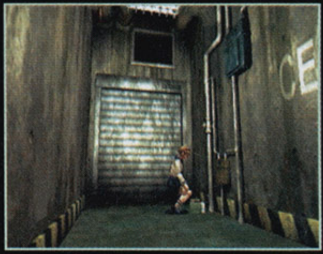
As Sherry, take the elevator at SD-3 up to SD-4. Two mutated dogs are at the top. Run past the dogs and into SD-5.



Get the Sewage Disposal Map off the wall, then jump to the bottom of the pit. Push the three boxes in a row against the south wall. Climb out of the pit and press the switch to flood the pit with water. The boxes rise with the water.

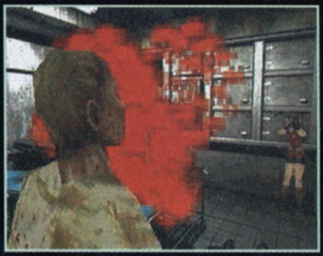


Walk across the boxes and get the Club Key.



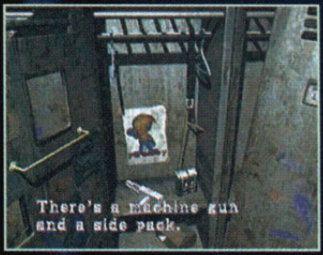
Go to SD-6 and get the grenade rounds. Return to SD-3 where you play as Claire again.

Red Card Key



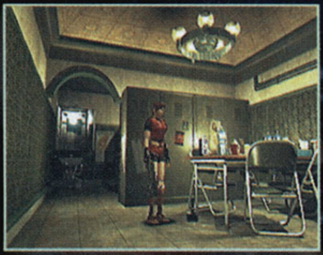
As Claire, go to the Autopsy Room (PSB1-3) and get the Red Card Key. Be careful, though—two Lickers are in the hall (PSB1-1). When you get the card, the corpses in the room spring to life.

Machine Gun



There's a machine gun and a side pack.

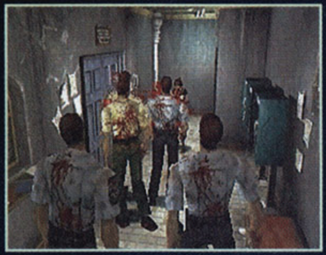
Use the Red Card Key to open the Weapon Room (PSB1-6). Two very important items are located in this room: a side pack that allows you to carry 10 items instead of 8 and the machine gun.



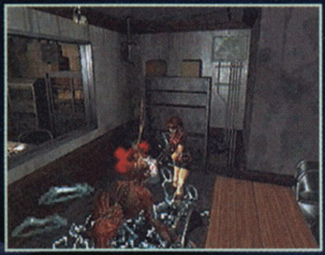
Go upstairs and get the items inside PS1F-14. Then find the chest and retrieve the lighter and lots of ammo.

Head back to PS1F-4.

The Eagle Stone

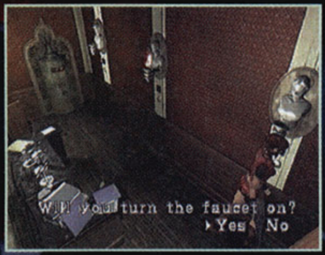


Six zombies are in PS1F-4, so start blasting as soon as you enter the room. Four zombies are in the next room (PS1F-15).



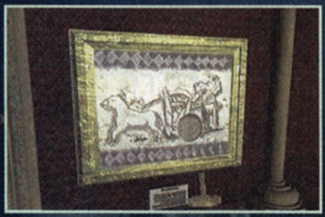
Unlock the door (PS1F-16), and get the cord off the table and the Eagle Stone off the shelf. When you leave the room, a Licker crashes through the glass. Blow him away. In the next room (PS1F-17) you'll find some bullets.

Gold Cogwheel



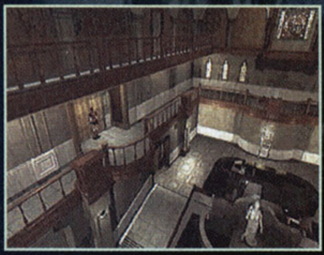
Will you turn the faucet on?
▸Yes No

Kill the Licker in the room at the end of the hall (PS1F-18). Get the film off the desk, and go to the three torches along the north wall. Light the master stove on the west wall, then turn on the three torch faucets in this order: 12, 13, 11. The gold cogwheel should fall off the painting on the south wall.

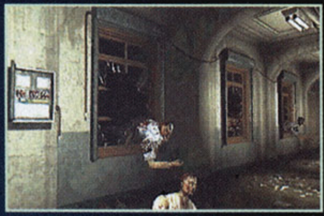


Grab the cogwheel.

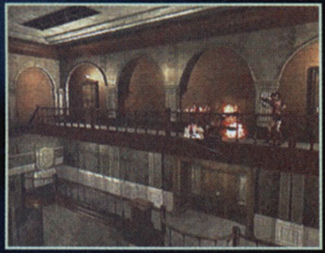
The Blue Stone



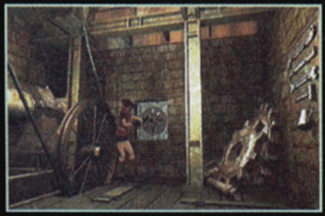
It's time to get the other half of the blue stone. Head to the Library (PS2F-5), but be careful of the Licker that's now patrolling the lobby balcony (PS2F-6).



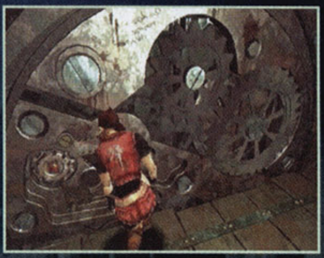
When you enter the Library, more zombies flood the Police Station.



Climb the Library stairs to the third floor (PS3F-1) and go through the door. A Licker is at the end of the long hallway (PS3F-2), so ready a weapon.

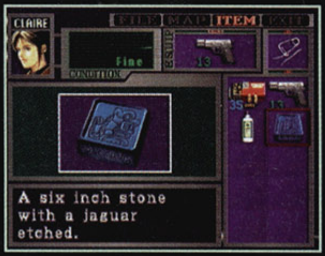


Enter the room at the end of the hall (PS3F-3) and use the crank on the square hole along the north wall.



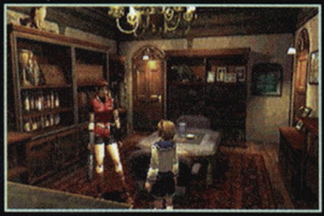
Climb the stairs and place the gold cogwheel in the clock gears. Push the switch. A secret door opens to your right revealing the other half of the blue stone.

The Jaguar Stone

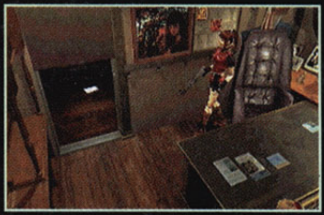


A six inch stone
with a jaguar
etched.

Find a chest and retrieve the machine gun, some health, and the four stone pieces. Combine the two blue stones to get the Jaguar Stone. Save your game.

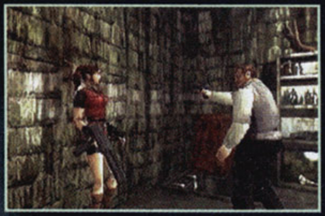


Return to Irons's office (PS2F-13), where you find Sherry again. Go to the painting behind Irons's desk and press the button below the picture.



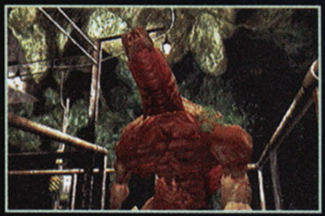
Put the stones in the three slots to open the secret door.

The End of Irons

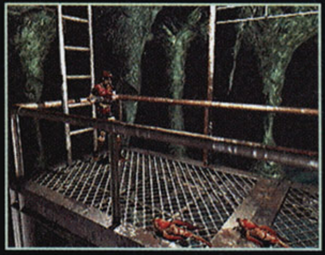


Take the elevator down to PSB1-7. In the next room (PSB1-8) is Irons, who isn't exactly himself. When Irons dies, get the acid rounds and descend the ladder. Have the machine gun ready because this one's ugly.

The Monster

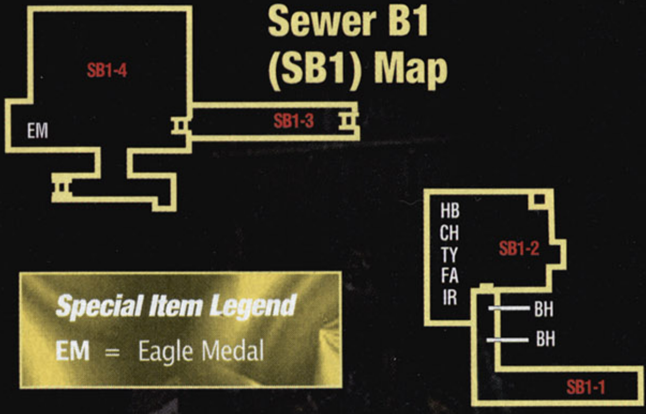


At the bottom of the ladder (SD-7) is...something bad! Aim at the monster and keep blasting. Keep an eye on the ground, though: The monster pukes up little creepy crawlies.



If the little suckers get too close to you, they'll latch onto your waist and chew on your face! If one does latch on, tap the Run button rapidly to knock the bugger off. Position yourself with your back against the ladder—the camera angle is perfect for spotting approaching critters.

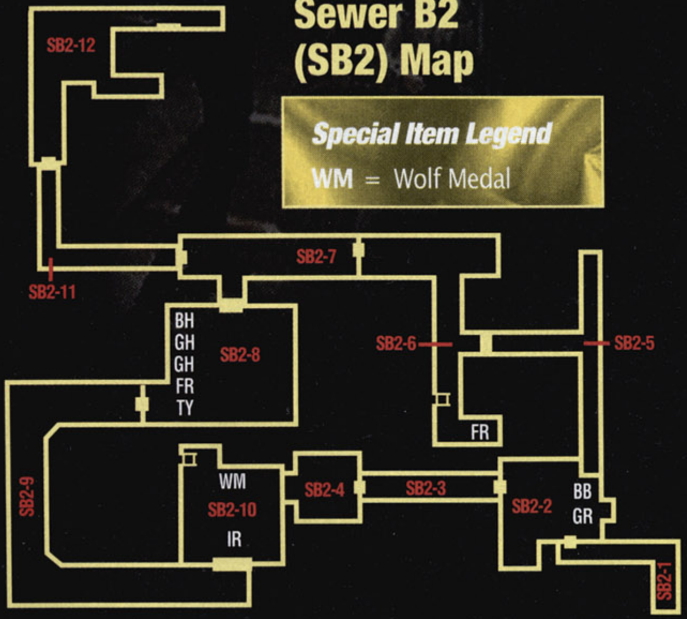
Sewer B1 (SB1) Map



Special Item Legend

EM = Eagle Medal

Sewer B2 (SB2) Map



Special Item Legend

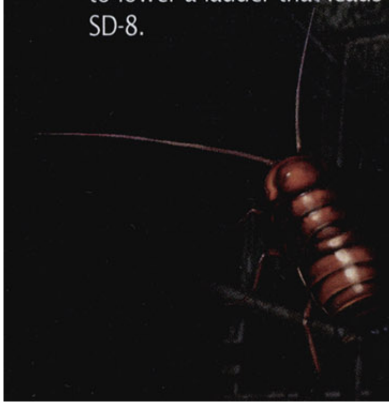
WM = Wolf Medal

Chasing Claire

Return to Irons's office, get Sherry, and go back to the sewers. Press the switch at the end of the platform (SD-7) to lower a ladder that leads to SD-8.

Sherry in "Follow Mode"

When you're playing as Claire, Sherry sticks to you like glue. Don't run too far ahead of Sherry, though, because she tires and stops. The only way to get Sherry moving again is to get close to her. Sherry can still be harmed, and if she dies in "follow" mode, the game is over.



Part 3: The Sewer

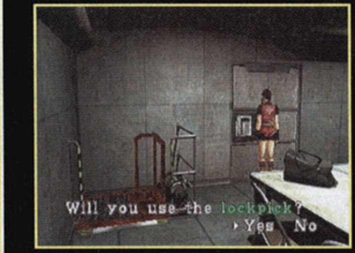
As Sherry Again

You play as Sherry after she is sucked down the floodgate (SB1-1). As Sherry, you're dropped into Sewer B2 (SB2-1). Go down the hall, climb the ledge to the left, and enter the door at the end of the corridor (SB2-2). Crawl through the ventilation hole on the west wall.

In the air shaft (SB2-3), get to the end before the cockroaches swarm you.

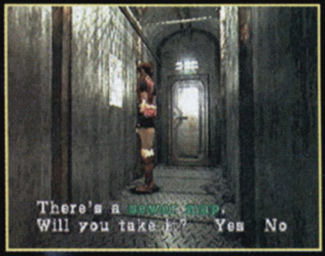
In the next room is a Wolf Medal (SB2-4). When you pick up the medal, you fall through the floor (and into SB2-10).

Claire Alone



Will you use the lockpick?
Yes No

After Sherry falls, you control Claire again. As Claire, enter SB1-2. Pick the lock on the door on the east wall and climb to the room below (SB2-2). Kill the zombie, collect the items, and return to the room above.

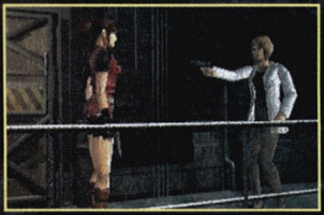


There's a sewer map.
Will you take it? Yes No

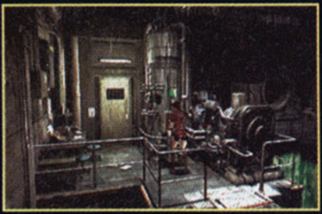
Get the valve handle, lighter, and pistol from the chest. Try to take as few items as you can—you're going to pick up a lot of stuff later. Take the elevator in the northeast corner down to SB2-5. Get the Sewer Map off the north wall.

When you enter the next room (SB2-6), get the flame rounds off the dead guard in the recess to the north. Avoid the giant spiders and head to the room to the west (SB2-7). If you're poisoned by the spider's venom, use a Blue Herb. In SB2-7, run to the door to the left of the waterfall.

Mommy Dearest

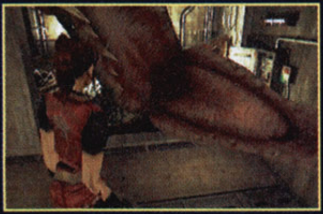


Upon entering the room (SB2-8), you're "greeted" by Annette, Sherry's mother. After she leaves, use the valve handle on the switch on the east wall to lower the bridge.

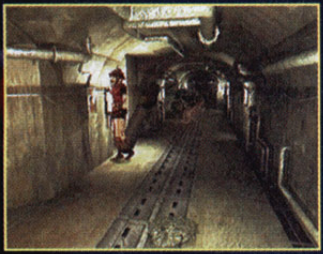


When you get to the other side, use the valve handle on the switch on the west wall to raise the platform.

Later, Alligator!

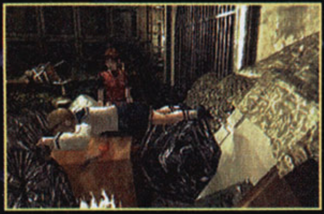


Sherry is at the end of the twisting corridor (SB2-8). However, you must defeat a giant alligator before you can reach her. Let the gator chase you to the middle of the corridor.

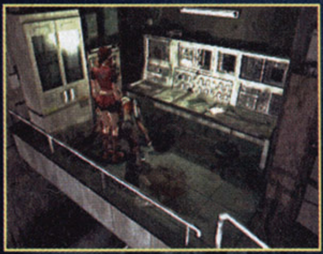


Examine the gas cylinder by the red light along the east wall. The cylinder falls to the ground. Get the pistol ready, and when the alligator scoops the cylinder in its mouth, shoot the cylinder. It explodes along with the alligator.

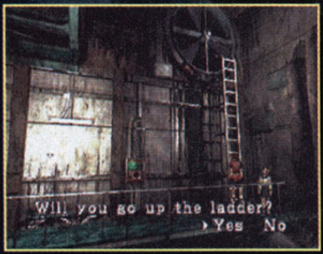
Stomachache from Hell



Push the switch by the door at the end of the corridor. In the next room (SB2-10), wake up Sherry, get the Wolf Medal, and climb the stairs to the room above (SB1-4).



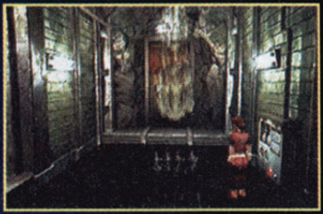
Get the Eagle Medal from the dead technician in the southwest corner. Use the valve handle on the switch along the east wall.



Will you go up the ladder?
Yes No

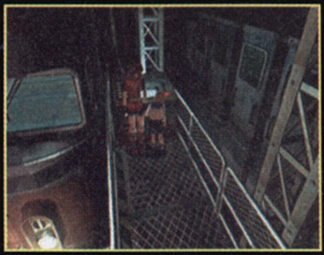
You can now take a shortcut through the ventilation slot (SB1-3) to SB2-6.

Sewers of the Dead



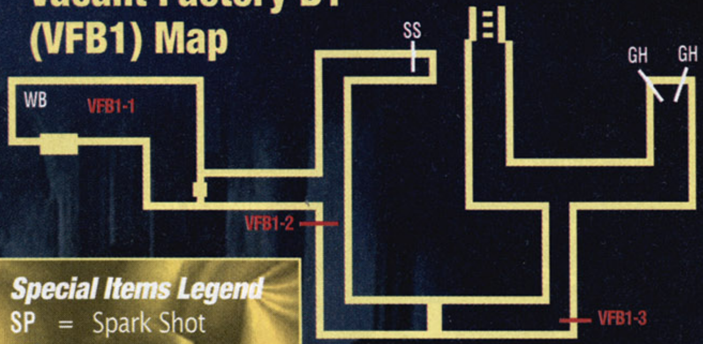
When you arrive at SB2-6, run for SB2-7. Why? Because the dormant zombies are now active! Remember not to run too far ahead of Sherry. At SB2-7, insert the two medals in the slots along the north wall to turn off the waterfall. Go through the door.

Sky Tram



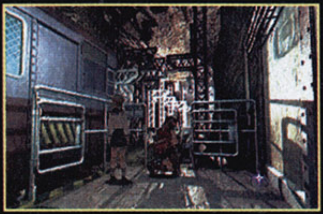
Run through SB2-11. In SB2-12, turn on the sky tram power and ride the tram to the Vacant Factory B1.

Vacant Factory B1 (VFB1) Map

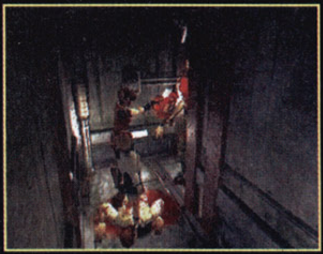


Special Items Legend
SP = Spark Shot
WB = W. Box Key

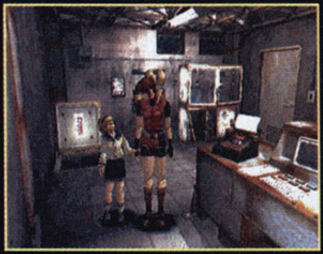
Spark Shot



At VFB1-1, light the flare gun and get the W. Box Key to the right of the gun. The next room (VFB1-2) is filled with zombies. Blow them away and get the Spark Shot in the northeast dead-end passage.

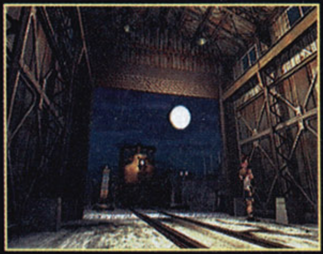


More zombies await in the next passage (VFB1-3). At the end of the northeast dead-end are two Green Herbs. Rather than risk Sherry's life to get the two herbs, take the stairs to the factory room above (VF1F-1).



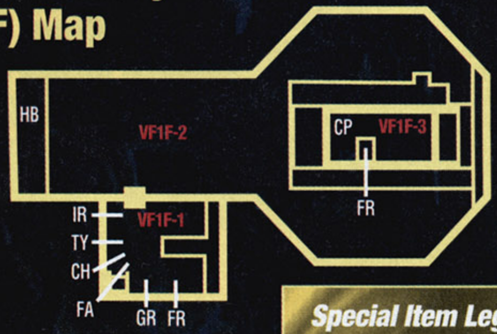
You can leave Sherry in this room and load up on ammo and supplies.

Terror Train



In VF1F-2, get the bullets from along the west wall and the Factory Map off the south wall. You can also find the C. Panel Key inside the transport (VF1F-3). Put the C. Panel Key

Vacant Factory 1F (VF1F) Map

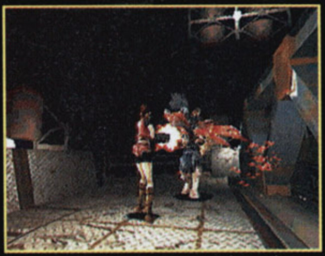


Special Item Legend
CP = C. Panel Key

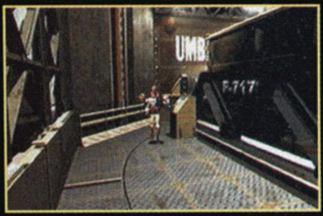
in the control device outside the train, but don't press the activation switch. Return to VF1F-1. Get the grenade launcher and load it with several flame rounds. Save the game. Press the activation switch by the train transport.

Altered States

While the train descends, Sherry will fall unconscious, and her now-mutated daddy attacks! Ready the grenade launcher and go outside.



Don't let William's size fool you—he's easy to beat. Stand about 10 steps away from him, fire as many flame rounds as you can, and retreat when he gets too close. William is weakened with each hit and his attacks do less damage. About 10 shots should finish him off.

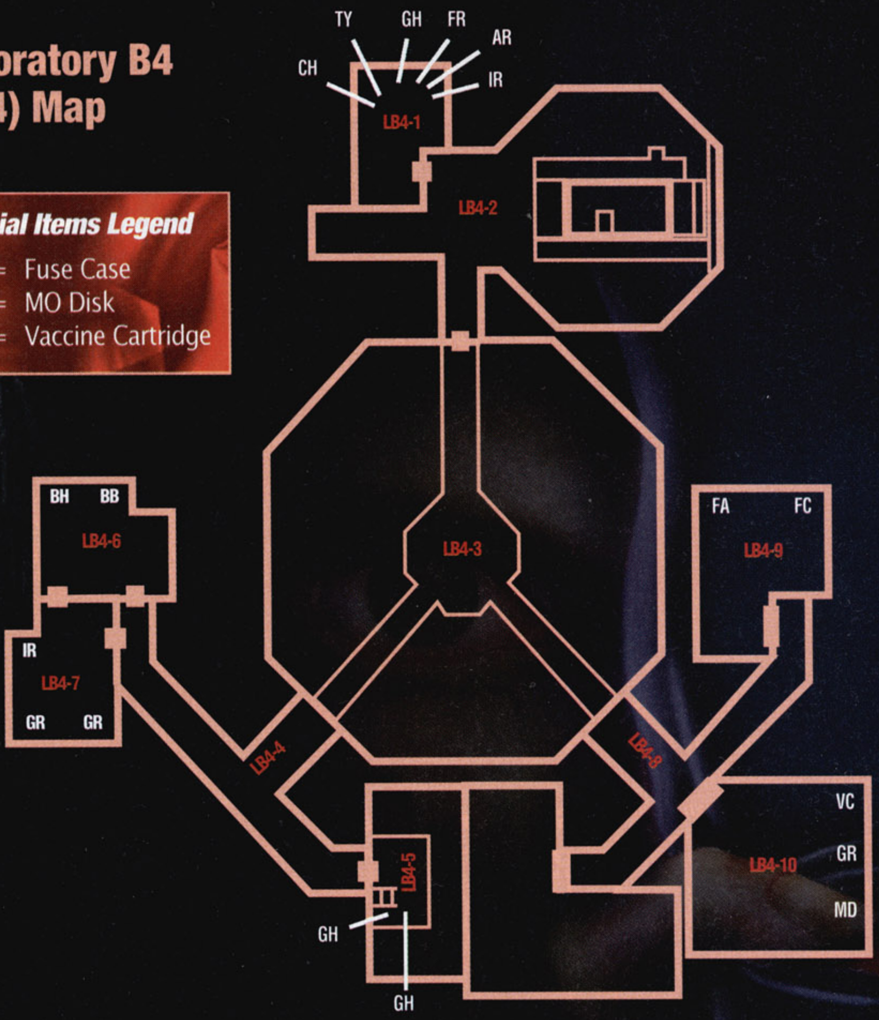


You're almost at the end.

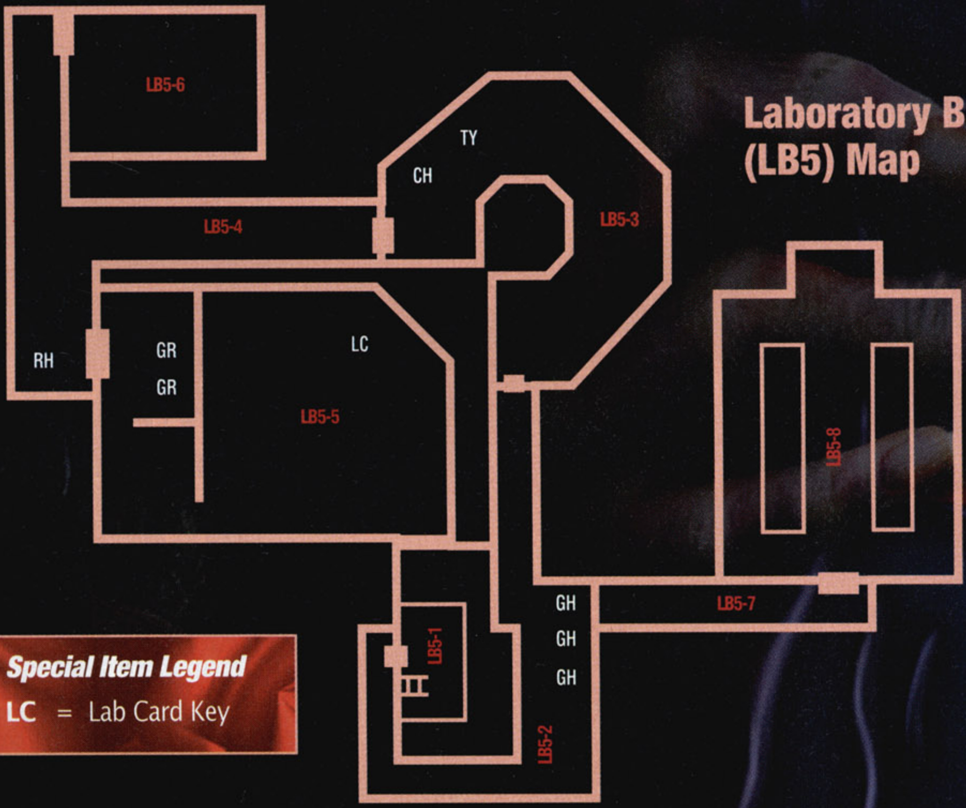
Laboratory B4 (LB4) Map

Special Items Legend

FC = Fuse Case
MD = MO Disk
VC = Vaccine Cartridge


TY
GH
FR
AR
CH
IR
LB4-1
LB4-2
LB4-3
BH
BB
LB4-6
IR
LB4-7
GR
GR
LB4-4
FA
FC
LB4-9
LB4-8
VC
GR
LB4-10
MD
LB4-5
GH
GH

Laboratory B5 (LB5) Map

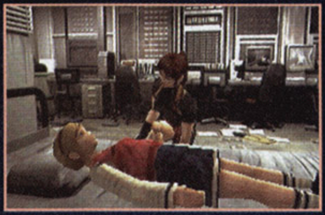

LB5-6
TY
CH
LB5-3
LB5-4
RH
GR
GR
LC
LB5-5
LB5-8
LB5-7
GH
GH
GH
LB5-1
LB5-2

Special Item Legend

LC = Lab Card Key

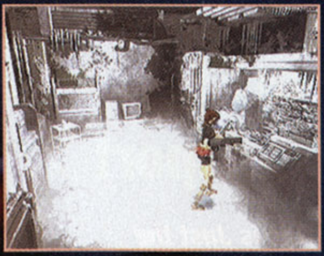
Part 4: Umbrella Laboratory

For Sherry

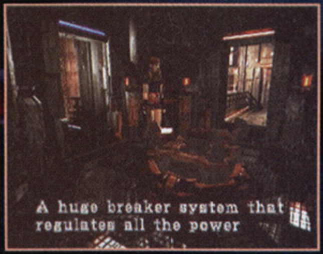


After Sherry awakens, search the security room (LB4-1). Head to the breaker system in the middle of Laboratory B4's hub (LB4-3) and take the east (blue) passage (LB4-8).

Fuse Case



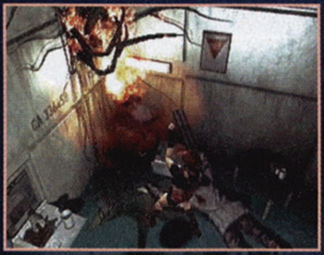
Go to the freezer (LB4-9), collect the fuse case, and put it in the control box. You now have the main fuse.



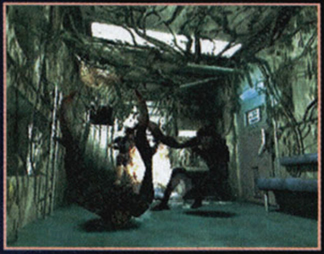
A huge breaker system that
regulates all the power

Return to the hub (LB4-3) and put the main fuse in the breaker system to turn on the power. Be careful, because once the power is activated, tough zombies appear outside the office where you left Sherry (LB4-2). From the hub, go down the west passage (red), to the Lab Quarters (LB4-6). Have some flame rounds ready.

Tentacles

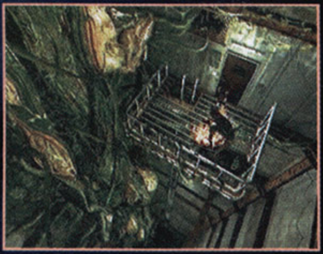


Inside LB4-6, turn on the Anti-B.O.W. gas sprinklers and get the user registration password off the couch. Next, walk over to the air vent and fire some flame rounds at the tentacles. Crawl down the air shaft to LB4-7.



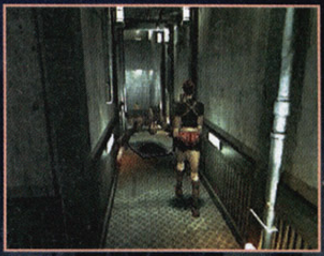
In LB4-7 are two Lickers and some supplies. Good thing you have flame rounds with you. Kill the Lickers, collect the items, and head to the hallway (LB4-4).

Plant Problems



Press the shutter switch in the hall and blast the two plant monsters with flame rounds. In the next room (LB4-5) is another plant monster. Blast it, get the two herbs, and descend the ladder.

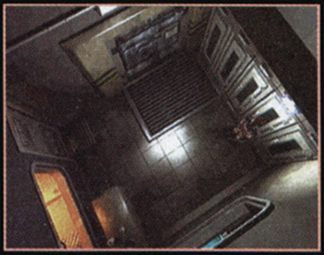
A New Breed of Lickers



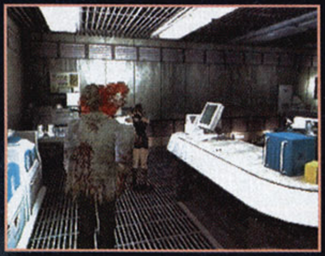
You can hear the Lickers in LB5-2. However, when you walk down the long passageway, one will drop through the ceiling. Be careful of these Lickers—they're more powerful and have longer claws than the others.

Lab Card Key

In the Monitor Room (LB5-3), take the Laboratory Map, then head to the Research Laboratory (LB5-5).

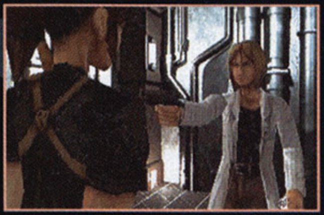


Use the W. Box Key to open the locker to your left when you enter the lab.

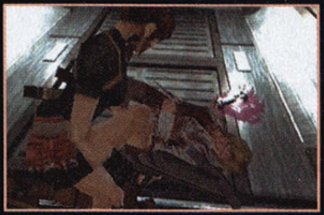


Destroy the zombies and get the Lab Card Key.

The End of Annette

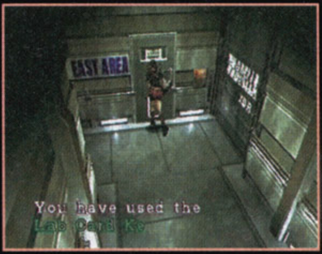


You meet Annette again when you exit the Research Laboratory. After she chews you out and runs away, follow her around the corner.

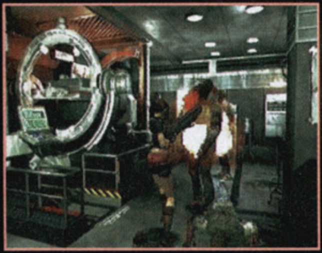


Annette gives you Vaccine Synthesis Instructions. After she dies, the laboratory's

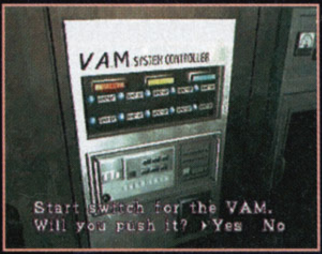
evacuation alarm sounds. Instruct Leon to get Sherry to the escape train, then head to LB4-10. Be careful in LB5-2 because another Licker drops through the ceiling.


You have used the Lab Card Key

Use the Lab Card Key to open the door to the Lab and get the Vaccine Cartridge to the right of the door.



Destroy the zombies in the room, turn on the light, and put the Vaccine Cartridge in the VAM Activator.

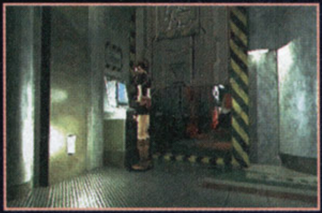


Start switch for the VAM.
Will you push it? ▸Yes No

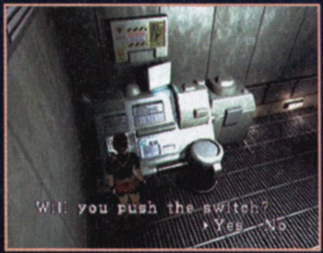
Press the VAM System Control switch in the corner to create a base vaccine. Take the base vaccine from the machine and the MO disk before leaving the room.

Vaccine

Head back to the Research Laboratory (LB5-5), but beware of new zombies patrolling the hallways.



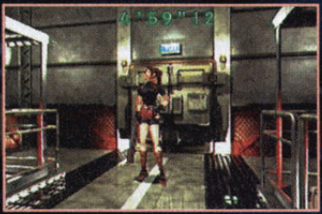
On your way to the Lab, put the MO disk in the hallway terminal (LB5-2). Once in the Research Laboratory, put the base vaccine in the Vaccine Synthesis machine to get the vaccine for Sherry.


Will you push the switch?
▸Yes No

It's now time to leave Umbrella Laboratory!

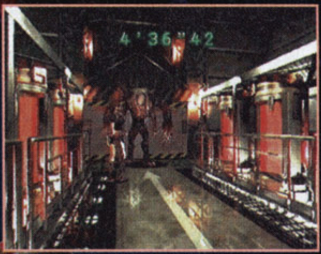
Countdown

Head back to LB5-3, get as many grenade rounds and health items as you can carry, and save your game.

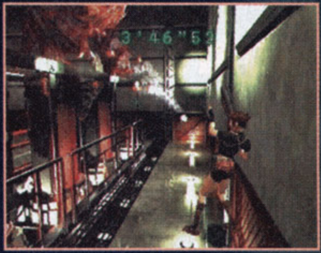


When you enter LB5-8, a five-minute countdown begins. Press the switch to activate the lift to the right of the elevator door.

Final Battle



While waiting for the lift to arrive, William attacks you for the last time. He has two phases. For the first phase, blast him with flame rounds just like when you fought him on the train.



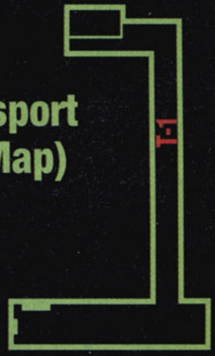
After five blasts or so, William changes into a stronger, faster form. Load up on grenade rounds and use hit-and-run tactics on him. If he jumps on top of the shelves in the room, aim high and blast him off. Make sure you have plenty of herbs or first-aid spray—you're going to take some damage.

Part 5: Transport

"This is Just the Beginning..."

When William is dead, take the lift to the Transport (T-1) and run down the hall to the train. You're home free! Sit back and watch the ending!

Transport (T1 Map)



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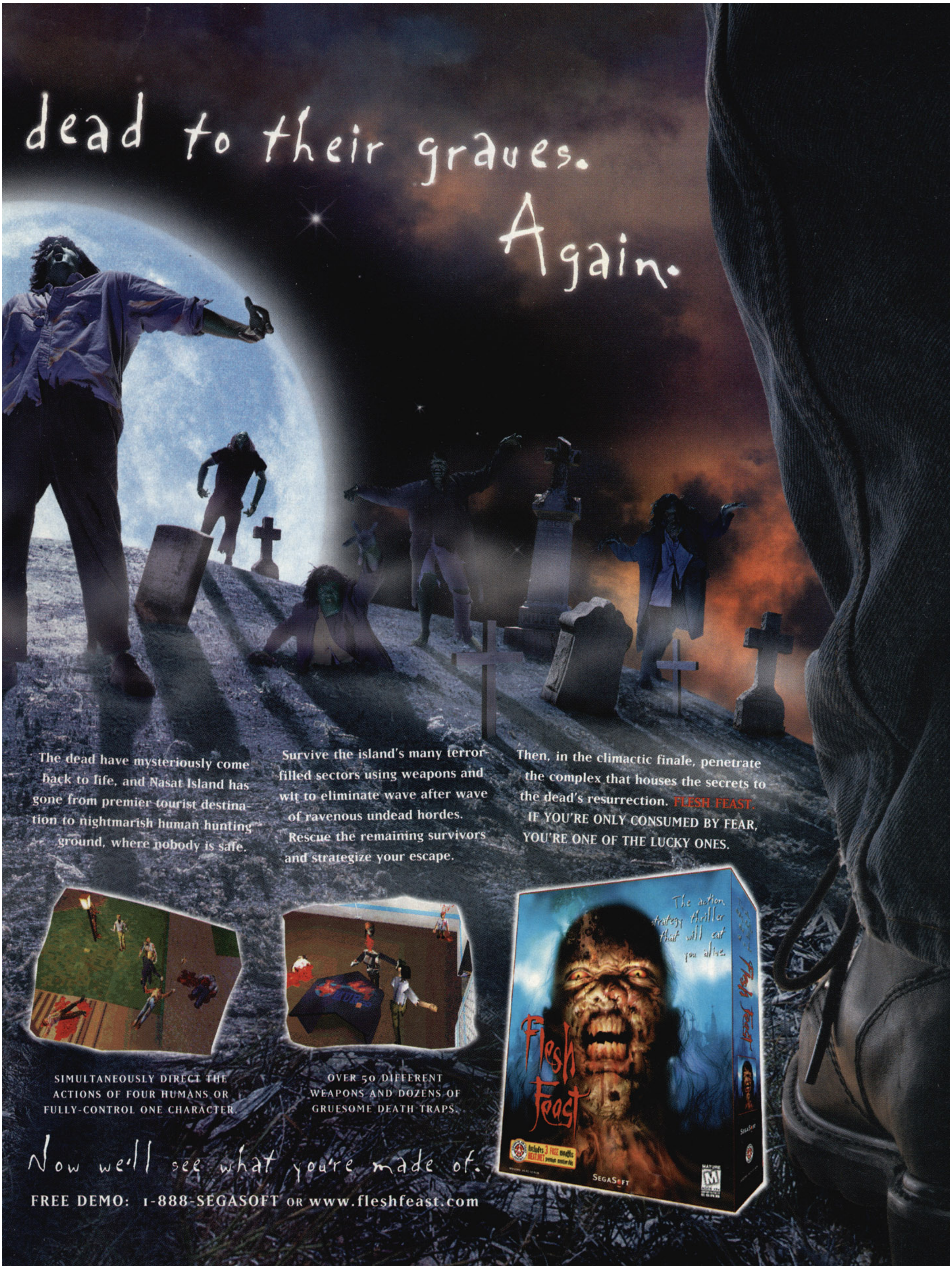
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Super Gem Fighter is a wacky and wild fighting game featuring miniature versions of your favorite fighters from Street Fighter and Darkstalkers. Here's a breakdown of all the moves to help you win your next bite-sized battle.

By Johnny Ballgame and Major "Mini Mix" Mike

The Controls

P = Punch
K = Kick
S = Special

Motion = Move the joystick in one smooth, continuous motion.
Tap = Tap the directions indicated in sequence.
( ) = Execute commands in parentheses simultaneously.
* = Designates a move that can also be performed while you're in the air.

Note: All instructions assume that your character is facing to the right. If they're facing to the left, reverse any Toward and Away commands.

Basics

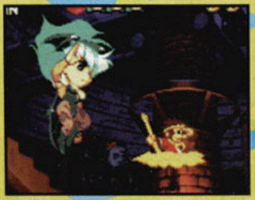
Super Moves

Each fighter has a Super Bar made up of infinite levels that can be carried over between rounds. You can increase the power in your Super Bar by getting hit and by performing special moves and combos. To execute a Super Move, your Super Bar must be at least at Level One unless otherwise specified.

Collect Gems

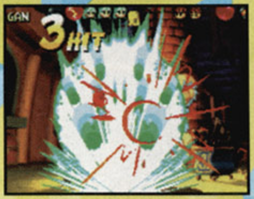
Collecting gems that appear onscreen enables you to power-up your Super Bar and also increase your attack power.

Floating Target



Jump-attack the character hovering over the fight to knock loose some gems.

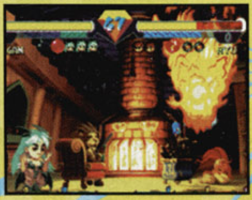
Green Flames*



Tap (P K S)

Note: Your Super Bar must be at Level One.

Throw Item



When a special item like a bomb or a fireball appears under your health bar, tap (K S) to throw it at your opponent.

Dash Forward

Tap →, →

Note: Tap P or K during a dash for a quick attack.

Taunt

Press Start any time during a fight to annoy your opponent with a Taunt.

Super Jump

Tap ↓, ↑

Retreat

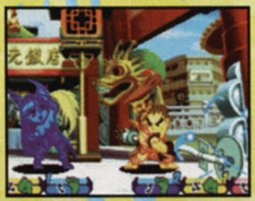
Tap ←, ←

Throw

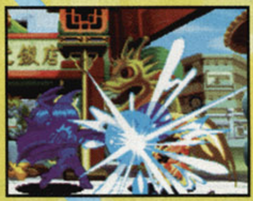
When in close, tap (P K)

Counter the Unblockable

Pressing S unleashes an attack that cannot be blocked and knocks gems out of an opponent. You can, however, counter such attacks.



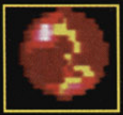
When an opponent comes in with a special attack, motion ← ↓ ↙ S...



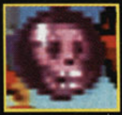
...to counter the attack and go on the offensive!

Deadly Items

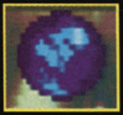
Here's a key for the various items you can collect and throw during a fight.



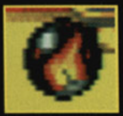
Red Orb: Shocks an opponent.



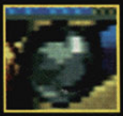
Purple Orb: Instantly dizzies an opponent.



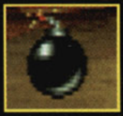
Blue Orb: Freezes an opponent.



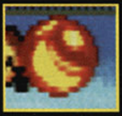
Flame Orb: Fries an opponent.



Grey Orb: Turns an opponent to stone.



Bomb Icon: Explodes on contact.



Yellow Orb: Drops a banana peel to trip an opponent.

Ryu

Super Moves

Super Fireball

Motion ↓ ↘ → S

Hurricane Storm

Motion ↓ ↙ ← S

Fists of Fury

Motion → ↓ ↘ S

Special Moves

Gut Punch

When in close, motion
← ↙ ↓ ↘ → (P K)

Fireball

Motion ↓ ↘ → P

Dragon Punch

Motion → ↓ ↘ P

Hurricane Kick*

Motion ↓ ↙ ← S

Ken

Special Moves

Soccer Ball

When in close, motion
← ↙ ↓ ↘ → (P K)

Fireball

Motion ↓ ↘ → P

Dragon Punch

Motion → ↓ ↘ P

Hurricane Kick*

Motion ↓ ↙ ← K

Super Moves

Vacuum Dragon Punch

Motion ← ↓ ↙ S

Super Dragon Punch

Motion → ↓ ↘ S

Super Hurricane Kick

Motion ← ↙ ↓ ↘ → S

Chun-Li

Special Moves

Deadly Letter

When in close, motion
← ↙ ↓ ↘ → (P K)

Fireball

Motion ← ↙ ↓ ↘ → P

Spinning Bird Kick

Motion ← ↙ ↓ ↘ → K

Twirling Kick

Motion → ↓ ↘ K

Lightning Kick

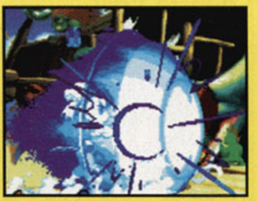
Tap K repeatedly

Heel Stomp

While in the air, tap (↓ K)

Super Moves

Super Fireball



Motion ↓ ↘ → S

Crossing Guard

Motion → ↘ ↓ ↙ ← S

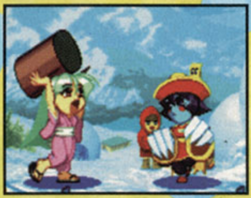
Super Twirling Kick

Motion → ↓ ↘ S

Morrigan

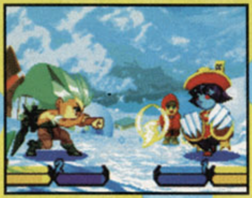
Special Moves

Cannonball



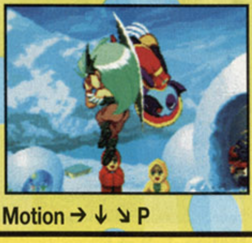
When in close, motion
← ↙ ↓ ↘ → (P K)

Fire Bat*



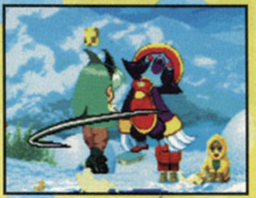
Motion ↓ ↘ → P

Shadow Blade



Motion → ↓ ↘ P

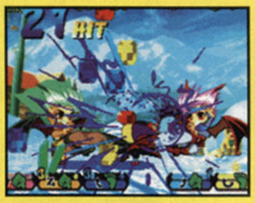
Spinning Wing



Motion ↓ ↙ ← K

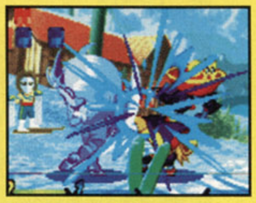
Super Moves

Lilith s Help



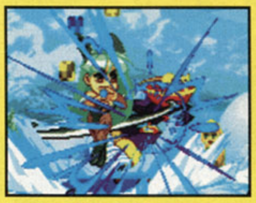
Motion ← ↙ ↓ ↘ → S

Super Shadow Blade



Motion → ↓ ↘ S

Super Spinning Wing

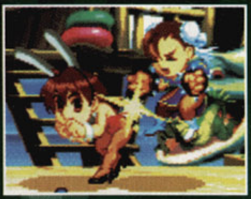


Motion ↓ ↙ ← S

Sakura

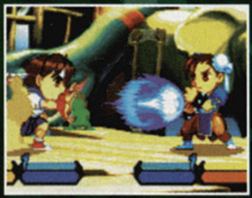
Special Moves

Butt Slam



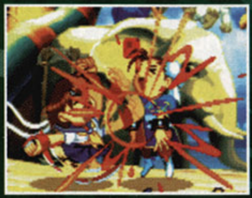
When in close, motion
← ↙ ↓ ↘ → (P K)

Fireball



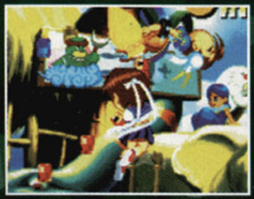
Motion ↓ ↘ → P

Crazy Kicks



Motion ← ↙ ↓ ↘ → K

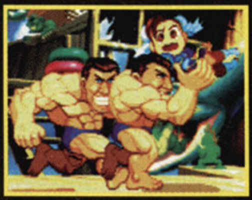
Dragon Punch



Motion → ↓ ↘ P

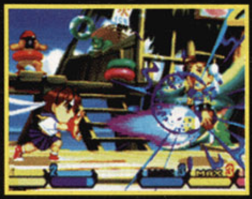
Super Moves

Muscle Tackle



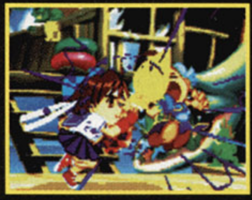
Motion ← ↙ ↓ ↘ → S

Super Fireball



Motion ↓ ↘ → S

Super Dragon Punch

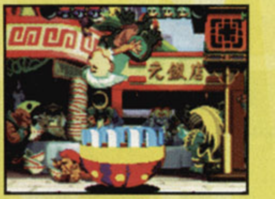


Motion → ↓ ↘ S

Hsien-Ko

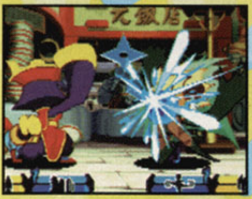
Special Moves

Grinder



When in close, motion
← ↙ ↓ ↘ → (P K)

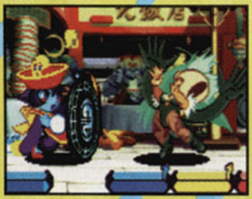
Dark Artillery



Motion ↓ ↘ → P

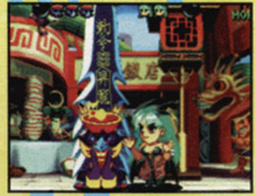
Note: The longer you hold P, the deadlier the object you throw will be.

Phantom Reverb*



Motion ↓ ↙ ← P

Now That s a Knife

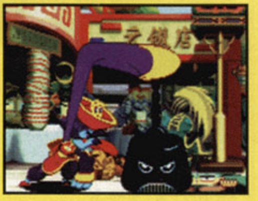


Motion ← ↙ ↓ ↘ → K

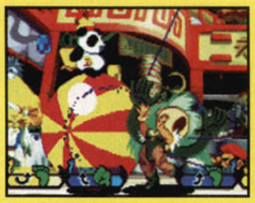
Super Moves

Rain of Pain

Motion → ↘ ↓ ↙ ← S



Rolling Panda Ball

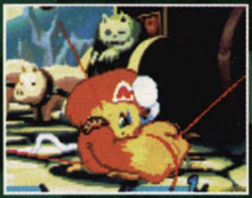


Motion ↓ ↘ → S

Felicia

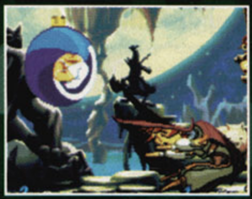
Special Moves

Pile Driver



When in close, motion
← ↙ ↓ ↘ → (P K)

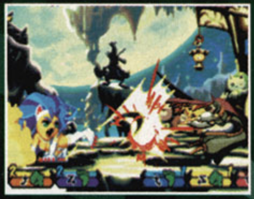
Rolling Slash



Motion ↓ ↘ → P

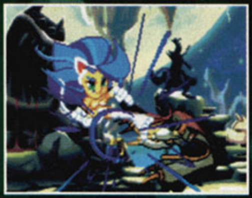
Note: Tap P during the move to do an uppercut.

Litterbox Kick



Motion ↓ ↘ → K

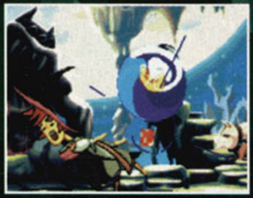
Delta Kick



Motion → ↓ ↘ K

Note: Keep tapping K for more hits.

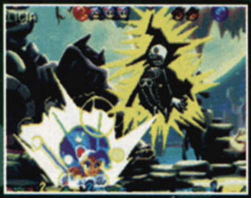
Bouncing Ball



Motion ↓ ↙ ← P

Note: Keep tapping P for more hits.

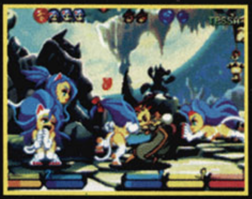
Electrify



Tap P repeatedly

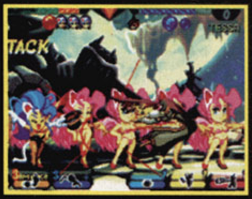
Super Moves

Cat Pack Attack



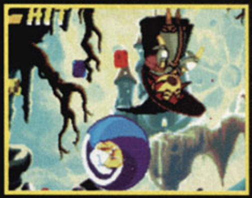
Motion ← ↙ ↓ ↘ → S

Showgirls



Motion → ↘ ↓ ↙ ← S

Rolling Fury

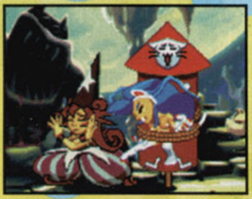


Motion → ↓ ↘ S

Tessa

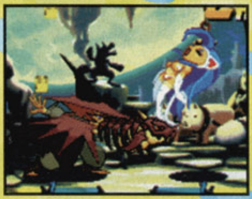
Special Moves

To the Moon



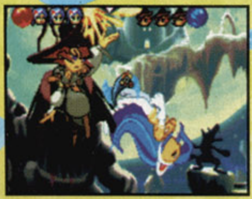
When in close, motion
→ ↘ ↓ ↙ ← (P K)

Dragon Bite



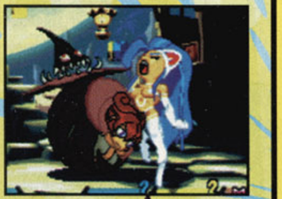
Motion ↓ ↘ → P

Elevation Action



Motion → ↓ ↘ P

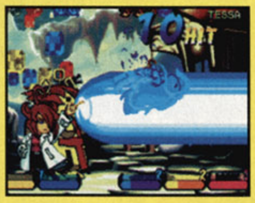
Spinning Ball



Motion ↓ ↘ →

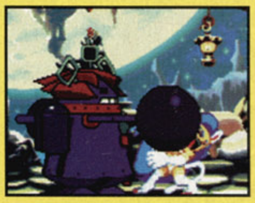
Super Moves

Robot Beam



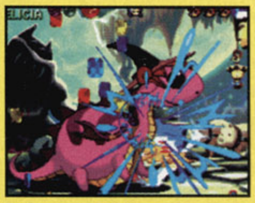
Motion ↓ ↘ → S

Boxing Robot



Motion → ↘ ↓ ↙ ← S

Dragon Attack

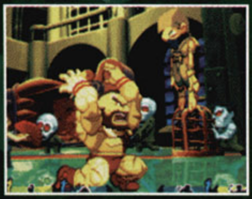


Motion → ↓ ↘ S

Zangief

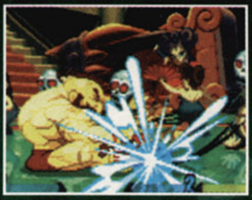
Special Moves

Air Launch



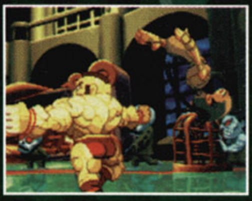
When in close, motion
→ ↘ ↓ ↙ ← (P K)

Spinning Pile-Driver



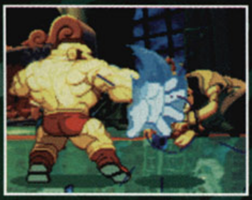
Motion → ↘ ↓ ↙ ← ↖ ↑ ↗
→ (P K)

Spinning Clothesline



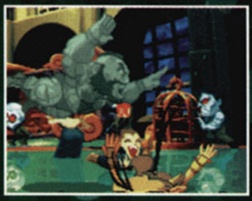
Tap (P S)

Backhand



Motion → ↓ ↘ P

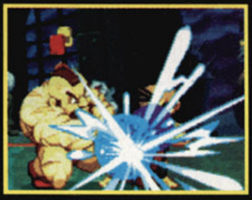
Stone Splash



While in the air, tap ↓, ↓, P

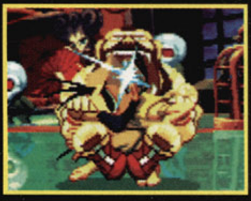
Super Moves

Shall We Dance?



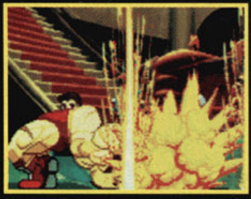
Motion → ↓ ↘ S

Bite This!



Motion ← ↙ ↓ ↘ → S

German Suplex

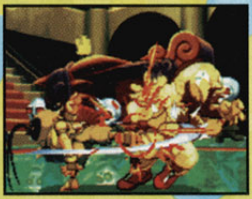


Motion → ↘ ↓ ↙ ← ↖ ↑ ↗
→ S

Ibuki

Special Moves

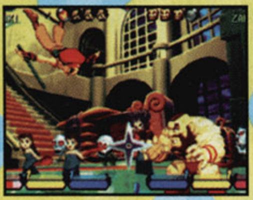
Tsumuji



Motion ↓ ↙ ← K

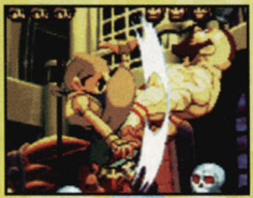
Note: Keep tapping K for more hits.

Kunai



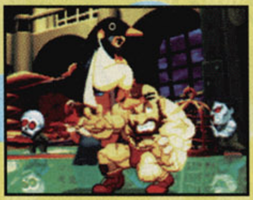
Motion ↓ ↘ → P

Jump Kick



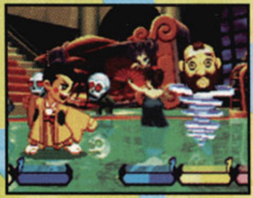
Motion → ↓ ↘ K

Penguin Kick



Motion ← ↓ ↙ K

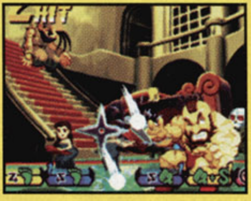
Spinner



When in close, motion ← ↙

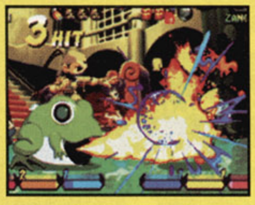
Super Moves

Super Kunai



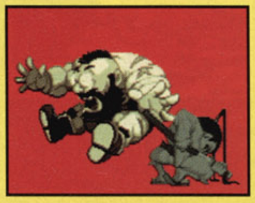
Motion ↓ ↘ → S

Frog Fire



Motion → ↘ ↓ ↙ ← S

Samurai Slice



Motion → ↓ ↘ S

Akuma

To play as Akuma, at the fighter-select screen, put the cursor on Ryu and press Left.

Special Moves

Jaw Dropper
When in close, motion ← ↙ ↓ ↘ → (P K)

Diving Kick
At the peak of your jump, tap (↓ K)

Somersault
Motion ↓ ↘ → ↗ P

Air Punch
While in the air during the Somersault, tap P

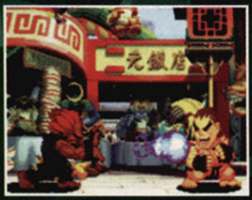
Body Drop
While in the air during the Somersault, tap K

Backbreaker
When over an opponent during the Somersault, tap P

Pile Driver
When near an opponent during the Somersault, tap K

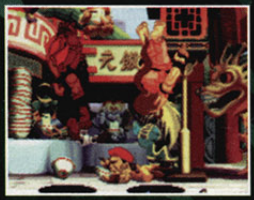
Stun Fireball
Motion → ↘ ↓ ↙ ← P

Fireball*



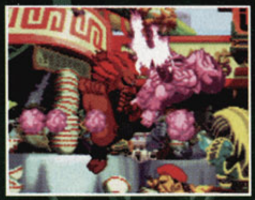
Motion ↓ ↘ → P

Dragon Punch



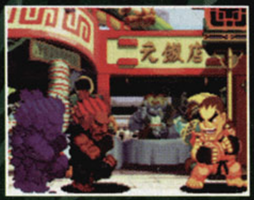
Motion → ↓ ↘ P

Hurricane Kick*



Motion ↓ ↙ ← K

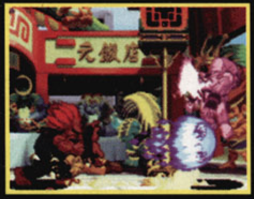
Teleport



Motion ← ↓ ↙ (P K) or → ↓ ↘ (P K)

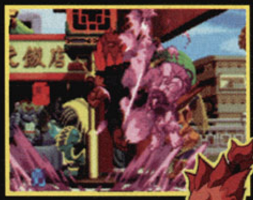
Super Moves

Super Fireball*



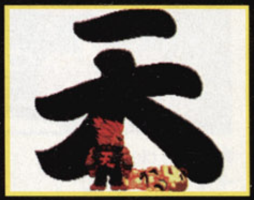
Motion ← ↙ ↓ ↘ → S

Super Dragon Punch



Motion → ↓ ↘ S

Death



Motion → ↘ ↓ ↙ ← S

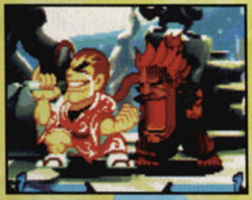
Note: Your Super Bar must be at Level Three.

Dan

To play as Dan, at the fighter-select screen, put the cursor on Ken and press Right.

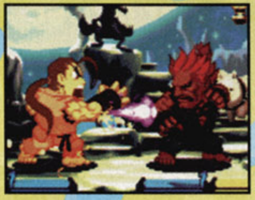
Special Moves

Sing a Song



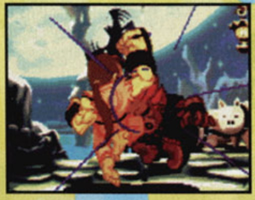
When in close, motion ← ↙ ↓ ↘ → (P K)

Weak Fireball



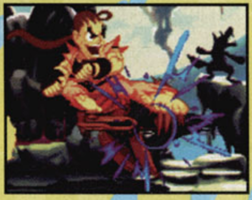
Motion ↓ ↘ → P

Dragon Punch



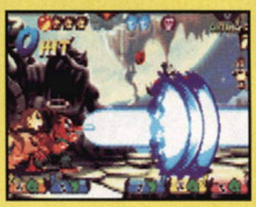
Motion → ↓ ↘ P

Flurry Kick



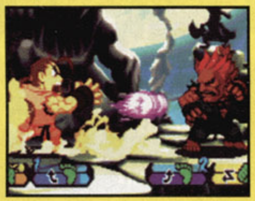
Motion ↓ ↙ ← K

Nose Blast



Motion ← ↙ ↓ ↘ → S

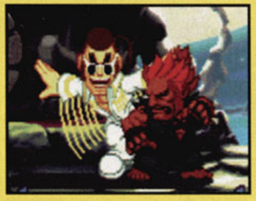
Super Weak Fireball



Motion ↓ ↘ → S

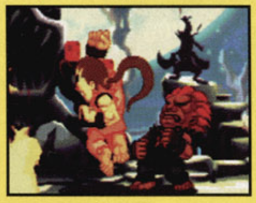
Super Moves

Super Taunt



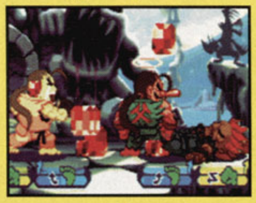
Motion ↓ ↘ → Start

Super Dragon Punch



Motion → ↓ ↘ S

Daddy, Help Me!

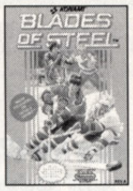


Motion → ↘ ↓ ↙ ← S

Note: Your Super Bar must

FuncoLand SuperStore

SUPER MARIOKART
SUPER NINTENDO



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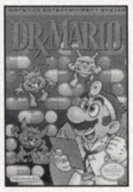

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SUPER NINTENDO

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PlayStation
CRASH BANDICOOT

PlayStation
MADDEN 97

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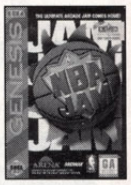
GENESIS
Aladdin



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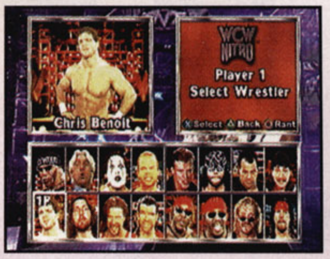
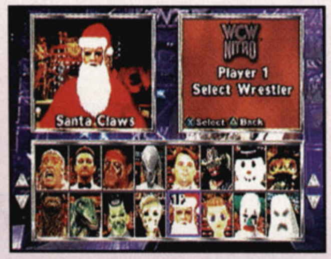
PlayStation

GamePro Reader Tip of the Month

WCW Nitro

Hidden Characters, Big Head Mode, Swelling Head, and Big Head, Hands, and Feet





Hidden Characters: At the player-select screen, **press R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, Select.** A sound will confirm the code was entered correctly, and you can choose from any of the 48 hidden characters.

Enter the following codes at the Options menu. A sound will confirm each code was entered correctly.

Big Head, Hands, and Feet: **Press R2, R2, R2, R2, R2, R2, R2, R1, Select.**

Big Head Mode: **Press R1, R1, R1, R1, R1, R1, R1, R2, Select.**

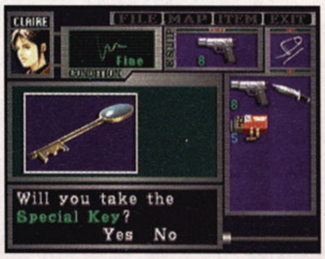
Swelling Head: **Press, L1, L1, L1, L1, L1, L1, L1, L2, Select.**

Alex Gamma
Newburgh, NY

PlayStation

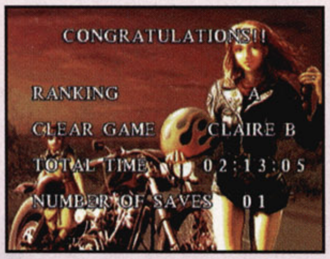
Resident Evil 2

Different Outfits, Secret Gun for Claire, 4th Survivor Mini-Game, and Submachine Gun and Rocket Launcher with Unlimited Ammo

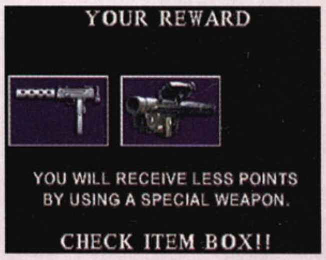


Will you take the Special Key?
Yes No

Different Outfits for Characters and Secret Gun for Claire: Start a new game as either Claire or Leon and make it to the police station without picking up any items. Once in the station, load up on ammo and head back outside. Go down the stairs and shoot the zombie, Brad—he's tough, so it takes about 20 shots to destroy him. After he's down, search his corpse for the special key. The key opens one of the lockers in the darkroom, which has two different sets of clothes for Leon and a new outfit and secret gun for Claire.

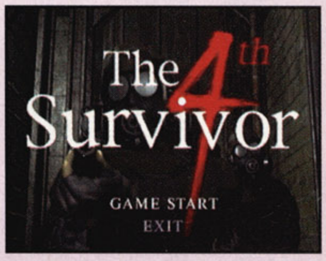


CONGRATULATIONS!!
RANKING A
CLEAR GAME CLAIRE B
TOTAL TIME 02:13:05
NUMBER OF SAVES 01



YOUR REWARD
YOU WILL RECEIVE LESS POINTS BY USING A SPECIAL WEAPON.
CHECK ITEM BOX!!

You can play another scenario if you make a new save data.



Submachine Gun and Rocket Launcher with Unlimited Ammo and 4th Survivor Mini-Game: In either character's second scenario, finish the game in under two-and-a-half hours. During the game, save only once, and use no first-aid spray. You should get an "A" ranking. After the end credits and the ranking screen, a new screen appears describing your reward: a submachine gun and a rocket launcher—both loaded with unlimited ammo. You can find these two weapons in any chest. Following the "Your Reward" screen is another screen that says "You can play another scenario if you make a new save data." Save the new data. When you load the data, you can play a hidden mini-game called The 4th Survivor. In this mission you must guide an Umbrella S.W.A.T. member from the sewers to the roof of the police station.

PlayStation

Command & Conquer: Red Alert

Build a Nuke and a Parabomb, More Money, Win Level, "Soylent Green" Mode, and Unshroud Map

OPTIONS
MISSION ACCOMPLISHED

To enter the following codes, start a one-player game and **press** △ to bring up the in-game sidebar. Highlight the Team Buttons in the order listed below, and **press** ○ after you've highlighted the button.

Build a Nuke: ○, ×, ○, △, □, △

Build a Parabomb: □, ×, ○, ○, ×, △

More Money: □, □, ○, ×, △, ○

Win Level: ×, □, □, ○, △, ○

The following codes also work during a two-player game.

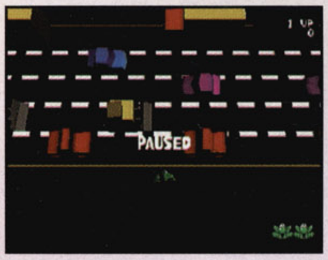
"Soylent Green" Mode: ×, ○, △, △, ○, ×

Unshroud Map: □, △, ○, ×, △, □

PlayStation

Frogger

Level Select and Infinite Lives



SELECT LEVEL

Level Select: Pause the game, and **press Right,** □, △, □, △, **R1, L1, R1, L1,** ○. The words "All Levels Open" should appear at the bottom of the screen. Start a new game, and you can select any level.

Infinite Lives: Pause the game, and **press Right,** □, △, □, △, ×. The words "Infinite Lives On" will appear at the bottom of the screen. When you unpause the game, you'll have unlimited lives.

PlayStation

Time Crisis

Cheat Menu

TIME CRISIS
Arcade
Special
Option
SHOOT BOX TO SELECT, PRESS A OR B TO CANCEL.

TIME CRISIS
LIFE 3
COIN FREE
SHOOT FREE
EXIT
namco

At the title screen, quickly shoot the hole in the letter "R" in the logo twice, then shoot the center of the crosshair to the right of the word "Time." If you did the trick correctly, a cheat menu will appear, including extra lives, unlimited continues, and no-reload cheats.

Hai Nguyen
Los Angeles, CA

Nintendo 64

Duke Nukem 64

Level Select

DUKE NUKEM 64
NEW GAME
LOAD GAME
OPTIONS
CHEATS

CHEATS
INVINCIBILITY OFF
MONSTERS ON
ALL ITEMS OFF
GO TO LEVEL 0
HOLLYWOOD HOLOCAUST
MAIN MENU

First, enter the Cheats Menu code (at the title screen, **press Left, Left, L, L, Right, Right, Left, Left** and a new option, Cheats, will appear at the bottom of the screen). **Press L, L, L, right C, Right, Left, Left, left C.** Enter the Cheats menu, and you can now start at any level.

Daniel Garrison
Granby, MO

PlayStation

Star Wars: Masters of Teräs Käsi

No Life or Force Bar and Super-Deformed Mode

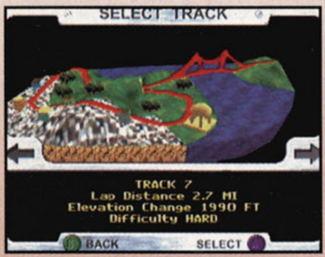
No Life or Force Bar: In Arcade, VS., Survival, Team, and Practice modes, select your fighter, then **simultaneously press and hold Select, L1, and R2** until the fight begins. When the fight starts, your life bar and Force bar will be hidden.

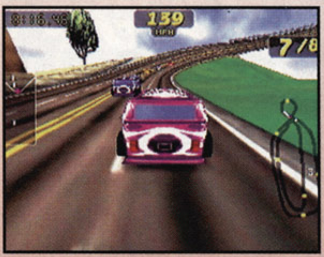
Super-Deformed Mode: In Arcade, VS., Survival, Team, and Practice modes, select your fighter, then **simultaneously press and hold Select, Up, and** × until the fight begins. When the fight starts, your character will be super deformed.

Nintendo 64 (Game Shark)

San Francisco Rush Extreme Racing

Rush the Rock Alcatraz Track


SELECT TRACK
TRACK 7
Lap Distance 2.7 MI
Elevation Change 1990 FT
Difficulty HARD
BACK
SELECT



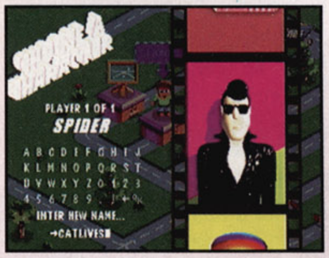
Enter the code `88100050 0006` and start the game. At the Select Track screen, **press the button** on the Game Shark. The track description should change to Track 7. **Press A** to race on the hidden Alcatraz track.

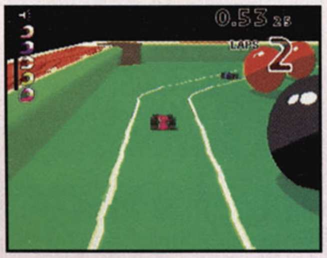
Chris Robinson
Pawling, NY

PlayStation

Micro Machines V3

Nine Lives, Change Camera View, Change Vehicle, Hyper Speed, All Tracks, and Tanks in All Races


CHOOSE A CHARACTER
PLAYER 1 OF 1
SPIDER
ENTER NEW NAME...
CATLIVES


0.53 25
LAPS 2

One-Player Codes

Nine Lives: Enter the name `CATLIVES` at the Choose a Character screen.

Pause the game and enter the following codes. The cheats will take effect when you unpause the game.

Camera View Is Behind the Car: **Press Left, Right, □, ○, Left, Right, □, ○.**

Change the Vehicle into a Random Object: **Press Down, Down, Up, Up, Right, Right, Left, Left.**

Hyper Speed: **Press □, ×, ○, □, △, ×, ×, ×, ×.**

Multiplayer Codes

Only one player has to enter the multiplayer code. Enter the following names at the Choose a Character screen.

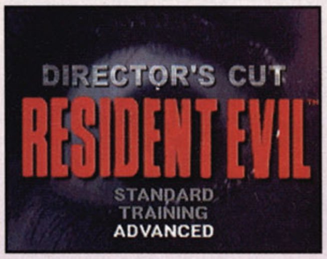
All Tracks: `GIMMEALL`

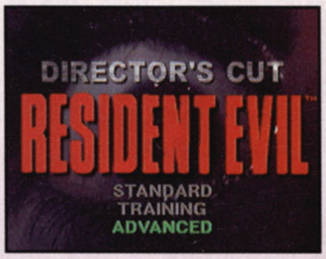
Tanks in All Races: `TANKS4ME`

PlayStation

Resident Evil: Director's Cut

More Ammo in the Advanced Game and Easy Resident Evil 2 Demo


DIRECTOR'S CUT
RESIDENT EVIL
STANDARD
TRAINING
ADVANCED


DIRECTOR'S CUT
RESIDENT EVIL
STANDARD
TRAINING
ADVANCED

More Ammo in the Advanced Game: At the game-select screen, highlight Advanced, and **press and hold Right** until the word turns green. Start the game, and each time you pick up a clip, you'll get 30 bullets instead of 15.

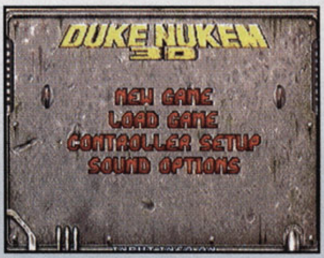
Easy Resident Evil 2 Demo: At the title screen, highlight New Game, and **press and hold Right** until two hidden skill settings, Normal and Rookie, appear.

Chris Volk
Carson City, NV

Saturn

Duke Nukem 3D

All Weapons and God Mode


DUKE NUKEM 3D
NEW GAME
LOAD GAME
CONTROLLER SETUP
SOUND OPTIONS

At the title screen menu, **simultaneously press and hold X, Y, and Z** until the words "Input Info On" appear at the bottom of the screen. Start a game, and while the game is paused, enter the following codes.

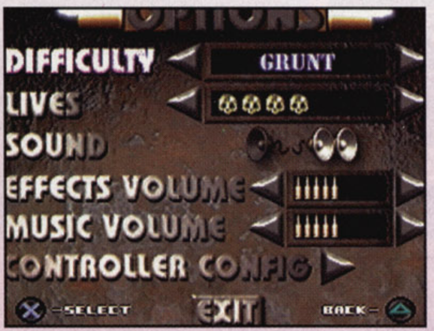
All Weapons: **Press Z, X, X, Z, Y, Z, Y, X, Y.**

God Mode: **Press X, Z, Z, X, Y, X, Y, Z, Y.**

PlayStation

Maximum Force

Arcade Mode


OPTIONS

DIFFICULTY GRUNT

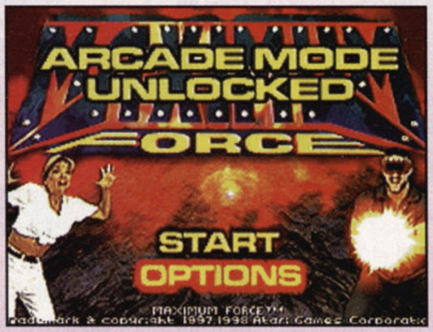
LIVES

SOUND

EFFECTS VOLUME

MUSIC VOLUME

CONTROLLER CONFIG


ARCADE MODE UNLOCKED
FORCE
START
OPTIONS
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At the Options screen, **press Select, Start, Select, Select, Start, Select, Select, Select, Start, Select, Select, Select, Select, Start.** The words "Arcade Mode Unlocked" will appear over the game logo. When you start the game, you'll play the original arcade version without any of the PlayStation-exclusive bonus areas.

Jordan Means
St. Albans, NY

Nintendo 64

Aerofighters Assault

Fly the F-15J Eagle and Change Aircraft Colors

F-15J Eagle: At the title screen, **press left C, bottom C, right C, top C, left C, right C, bottom C.** Select Main Game at the Game Mode screen, and the F-15J Eagle is in the plane lineup.

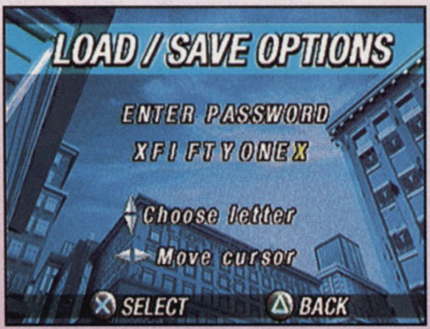
More Colors: At the plane-selection screen, **press R** to change the color of your aircraft.

Mark Velverton
Plano, TX

PlayStation

Command & Conquer

Mercenary Mission


LOAD / SAVE OPTIONS

ENTER PASSWORD

XFIFTYONEX

Kent Way & Oak Ave.
00:02:00

For the GDI disk, enter the password `PATSUX` and start the game. This begins a secret mercenary mission.

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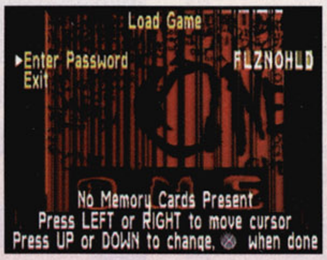
PlayStation

One

Passwords


Load Game
▸Enter Password FLZNOHLD
Exit

No Memory Cards Present
Press LEFT or RIGHT to move cursor
Press UP or DOWN to change. ⊗ when done

Stage 2: **DIYGIXRA**

Stage 3: **KCSVJTJB**

Stage 4: **RWLKLPBC**

Stage 5: **YQFZMLTC**

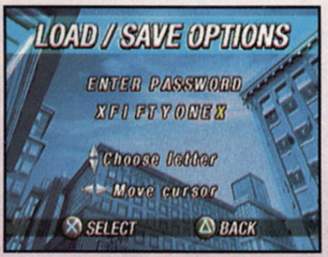
Stage 6: **FLZNOHLD**

Barbara Stone
Philadelphia, PA

PlayStation

Courier Crisis

Race as a Gorilla and an Alien


LOAD / SAVE OPTIONS
ENTER PASSWORD
XFIFTYONEX
Choose letter
Move cursor
SELECT
BACK

Kent Way &
Oak Ave.
00:02:00

Enter these passwords to access hidden couriers:

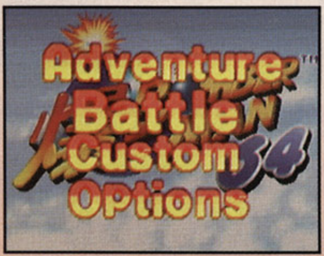
Alien: **XFIFTYONEX**

Gorilla: **SAVAGEAPES**

Nintendo 64

Bomberman 64

Extra Stages in Battle Mode


Adventure
Battle
Custom
Options
64

Stage Select
Lost at Sea

At the screen where you select from Adventure, Battle, Custom, and Options, **press Start** very rapidly until you hear a chime. When you enter the Battle mode, you can play on four additional stages: Gutter, Sea Sick, Blizzard Battle, and Lost at Sea.

Randall Iwashita
Los Angeles, CA

Nintendo 64

Top Gear Rally

Hidden Cars, Open All Tracks, Crazy Colors, and Real Credits

CAR SELECT
HELMET
SELECT
GO BACK

TRACK SELECT
STRIP MINE: 3 LAPS
PUSH UP OR DOWN TO ADJUST NUMBER OF LAPS
SELECT
GO BACK

To access hidden cars, enter the following codes during a race. When you finish the race and return to the Car Select screen, the cars will be selectable.

Beach Ball Car: **Press B, B, A, Left, Left, bottom C, A, Right.**

Helmet Car: **Press Up, Up, Z, B, A, Left, Left.**

Ice Cube Car: **Press bottom C, Up, B, Right, A, bottom C, A, Right.**

Hidden Tracks: While racing, **press A, Left, Left, Right, Down, Z** while racing. After entering the code, pause the game and quit the race. When you return to the Track Select screen, you can select the Strip Mine, Jungle, Desert, and Mountain courses. This cheat unlocks the tracks only in Arcade mode.

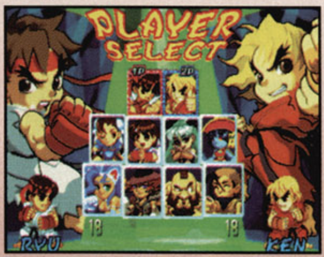
Crazy Colors: While racing, **press bottom C, Z, B, Up, Up, Right** to change the track into funky colors. Repeat the code to return the track to normal.

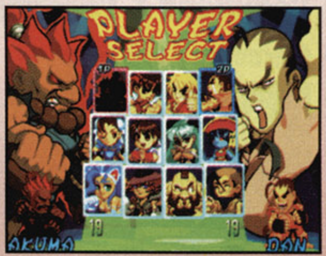
Real Credits: Select Options, highlight Load Configuration, and **press bottom C, Right, Down, Z.** If the code is entered correctly, you will see the game's original credit sequence.

Arcade

Super Gem Fighter Mini Mix

Play as Akuma and as Dan


PLAYER SELECT
RYU
KEN


PLAYER SELECT
AKUMA
DAN

Play as Akuma: At the Player Select screen, put the cursor on Ryu, and **press Left once.**

Play as Dan: At the Player Select screen, put the cursor on Ken, and **press Right once.**

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20. PaRappa the Rapper

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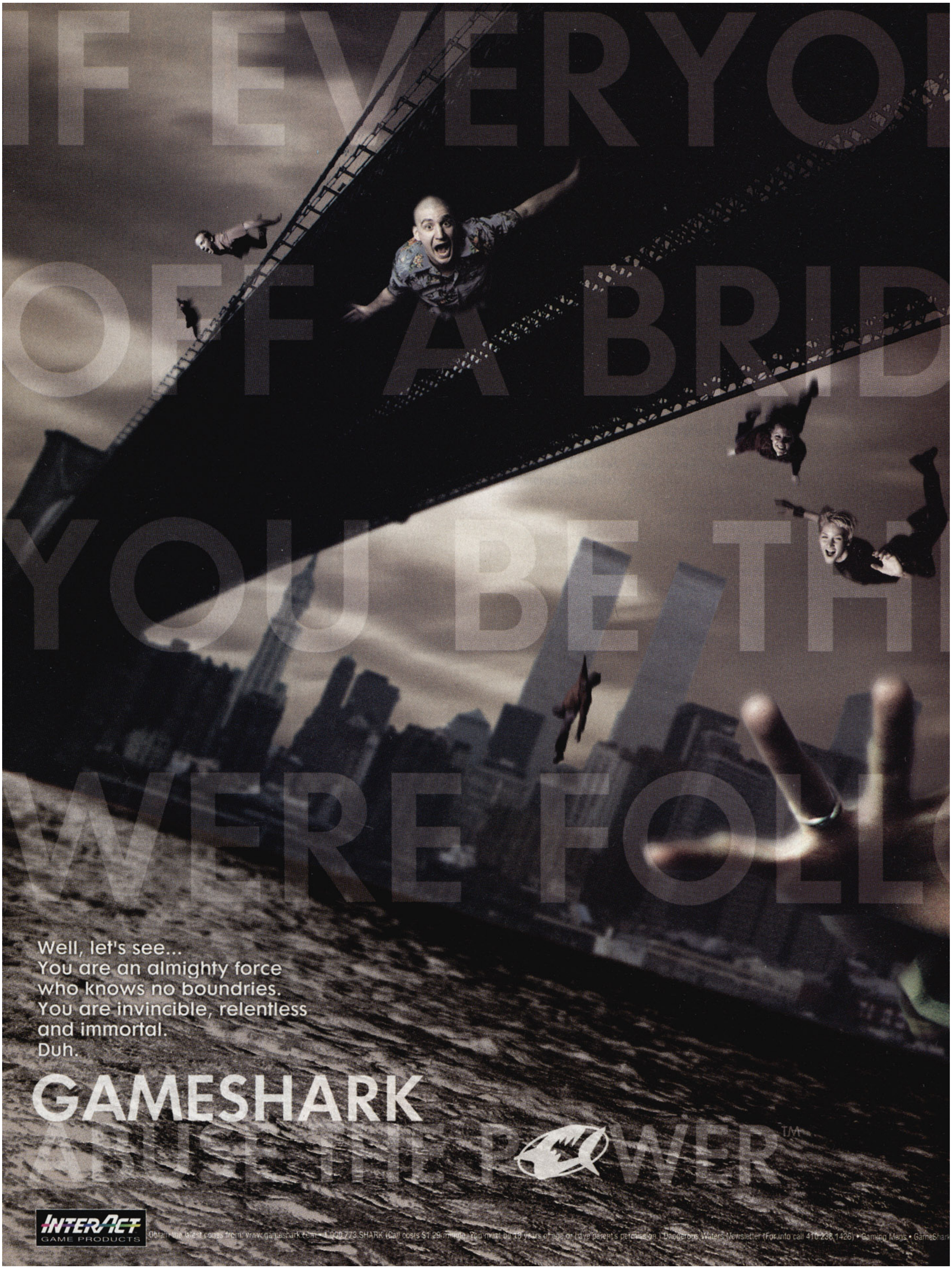
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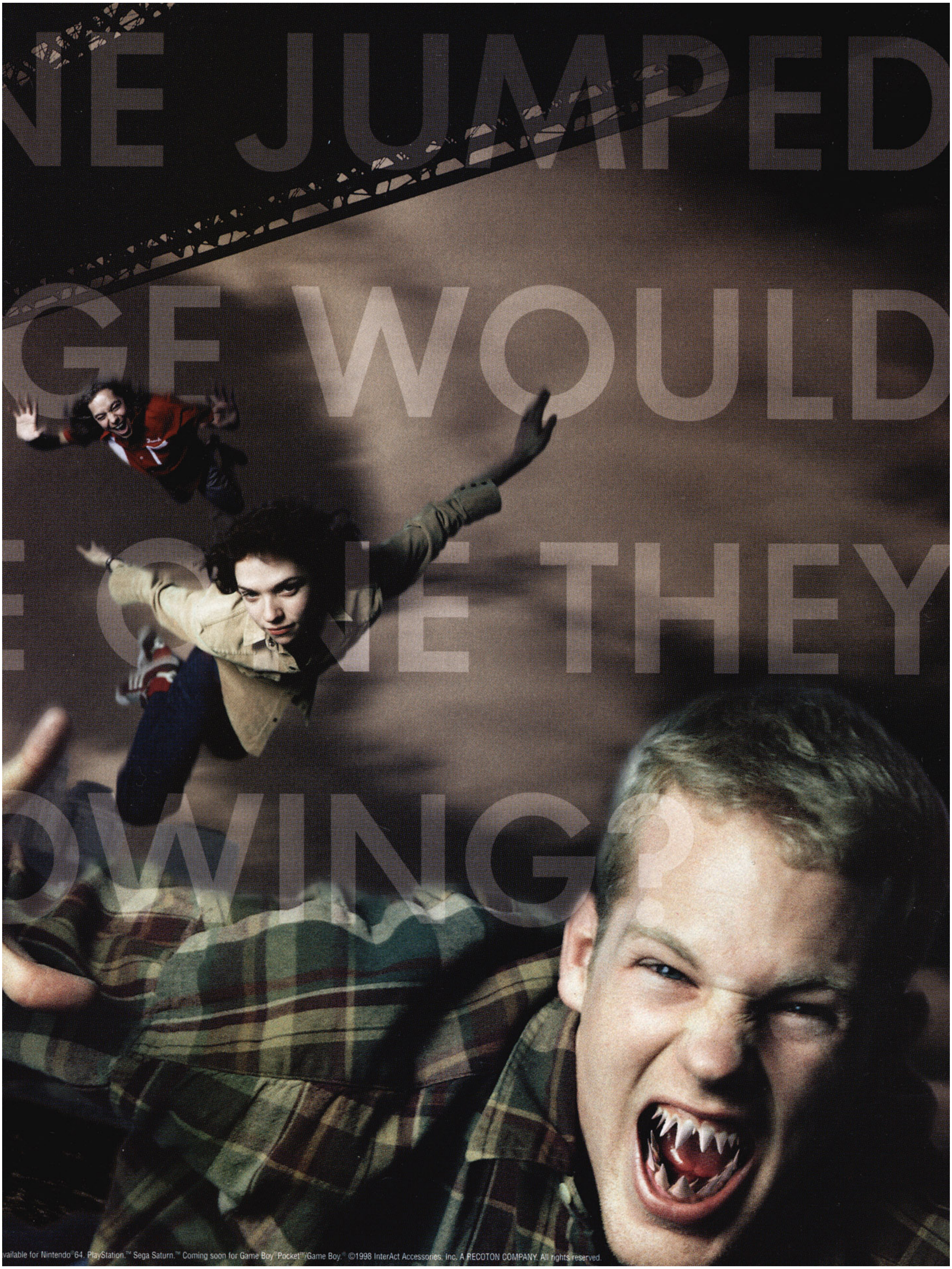
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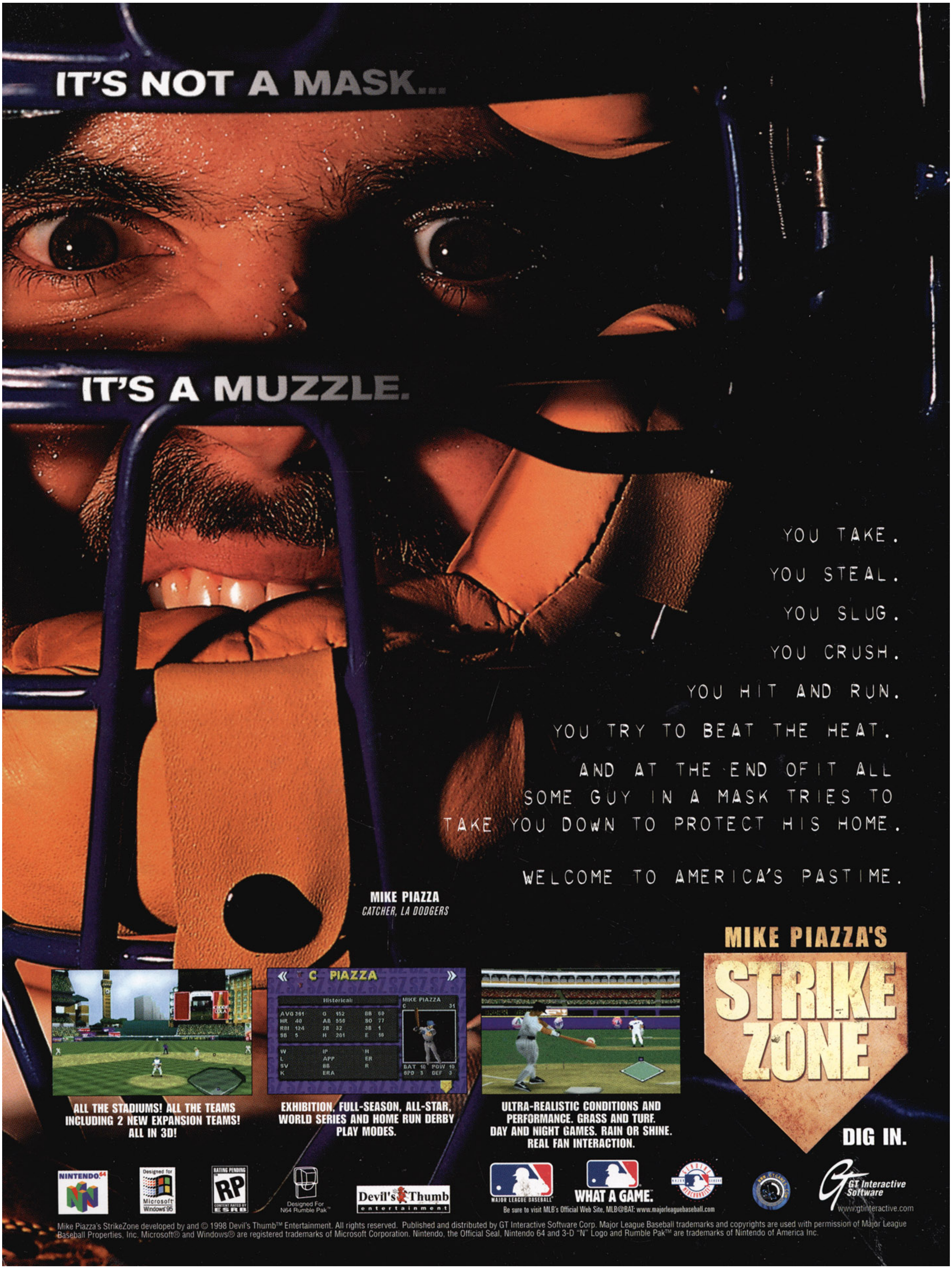

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